

Nº1 FOR GAMES
THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 205
computer and video games
DREAMCAST
WE'VE PLAYED IT!
FULL REPORT P15
Mondeo
Ford
Auto Trader
The Mall
DECEMBER '98
9 770261 369086 12
REVIEWED ON PLAYSTATION & PC
TOCA 2 ROARS!

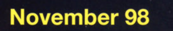
extreme G

XG2™

No known side-effects... as yet














Virtua Fighter 3 tb™
THE DREAM COMES HOME... p15
computer and video games

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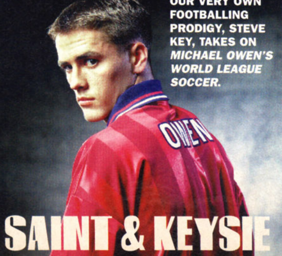
COMPUTER AND VIDEO GAMES #205 DECEMBER 1998

WORLD'S MOST POWERFUL GAMES MAGAZINE!

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OUR VERY OWN FOOTBALLING PRODIGY, STEVE KEY, TAKES ON *MICHAEL OWEN'S WORLD LEAGUE SOCCER.*

SAINT & KEYSIE

PLUS

FREEPLAY

THE LATEST TIPS, HIGH SCORES, HOT RUMOURS, AND GAMING NEWS FROM ALL OVER THE UNIVERSE!



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Blink and miss a lap, in *F-Zero X*.

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POLITELY DEBATE THE ISSUES OF THE DAY WITH FELLOW GAMERS, OR JUST INSULT THEM NEEDLESSLY. THE CHOICE IS YOURS.

TOCA 2 TOURING CARS

COVER STORY

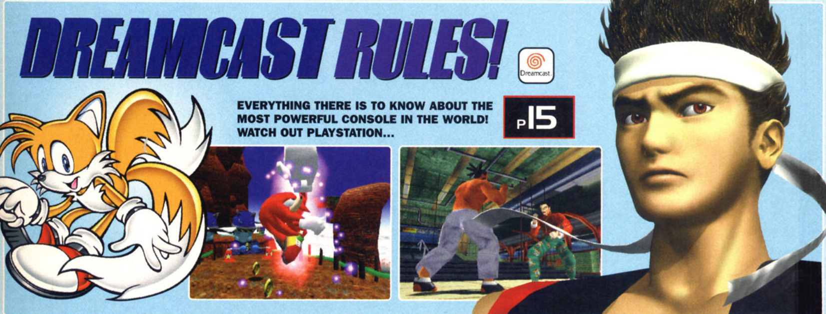
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SPECTACULAR SEQUEL TO THE AWESOME ORIGINAL. MORE CARS, MORE TRACKS, AND MORE REALISM!



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BRACE YOURSELF! BRACE YOURSELF!



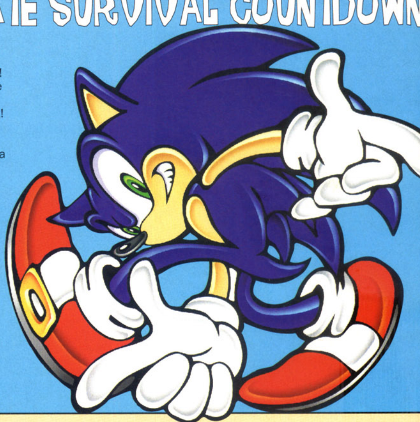
So many games to play this month. But too many? Never! We knew last month how things were going to get hot in no time flat, but things started even sooner than that!

Sega blazed a trail of credibility when they revealed the first Dreamcast games in Tokyo. We had a man in Japan waiting to play them, as soon as Sega hit the On switch. Hope you'll find our report is the best you'll read.

Everything else you need to know is in here too – the tightest information on the brightest games around. No time-wasting, just straight in with the facts. And you know the fact is that nobody knows games better than CVG.

Stick with us from now through Christmas and into the New Year for UNBEATABLE games coverage.

PAUL



SIGN UP FOR THE CVG TEAM

If you think you and your mates have got anything interesting to say about CVG, and the way it brings you the information you need, fill in the form below and consider yourself hired.

Truth is we can't pay you for your time. However we can get you playing some of the biggest games in the world for free, and we'll even make the journey to your house if getting down to where we are (London) is difficult.

This is the best opportunity you're going to get to make the magazine you buy exactly what you want it to be. And we will listen.

Fill out the form, and send it in with your opinions to: **Reader Panel, CVG, 37-39 Millharbour, Isle-Of-Dogs, London E14 9TZ**. If you've got something useful, we'll be in touch.



READER PANEL VOLUNTEER

NAME: .... **AGE:** ....

ADDRESS: ....

....

....

TELEPHONE NUMBER: ....

CVG RATING SYSTEM

5 ...EXCELLENT HIGH FIVE!

Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

4 ...VERY GOOD



Ranks among the best in its field, or surprises us with elements of well-implemented originality. Usually the highest we feel confident awarding a game.

3 ...GOOD

Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2 ...PRETTY BAD



Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or this is a clumsy attempt at a new concept.

1 ...POOR



Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

EDITORIAL





PAUL DAVIES

EDITOR

CURRENT FAV GAMES:
- POKÉMON
- GHOULS N GHOSTS
- F-ZERO X
- SONIC ADVENTURE
- METAL GEAR SOLID

PokÉmon now plays a major role in Paul's schedule. This does nothing to help Paul's rep as the World's Saddest Games Player, but strange behaviour comes with the territory. Like the smell of stale coffee on Teacher's breath. Other weird stuff Paul has been involved with this month include hoovering the walls of his flat (the paint's peeling), and plans to get married...!



ED LOMAS

SENIOR WRITER

CURRENT FAV GAMES:
- VIRTUA FIGHTER 3TB
- SONIC ADVENTURE
- BRIAN LARA CRICKET
- TOCA 2
- RIDGE RACER 4

In the time it takes Ed to finish one page of writing for CVG, you could: build a house, rear a horse, learn a sport to an Olympic standard, get really ill and get better again, ride a geriatric giant tortoise from Land's End to John O'Groats. In the time it takes for Ed to think of a good excuse why his pages take so long, you could probably snap your fingers – or just about.





STEVE KEY

SENIOR WRITER

CURRENT FAV GAMES:
- ZELDA 64
- RAINBOW 6
- ISS PRO 98
- SOUL REAVER
- MAGIC AND MAYHEM

Killer gags come thick and fast from the motor mouth of Steve "merciless" Key. Cruel, tactless articles that have the entire CVG staff up in arms on every occasion. You will never be able to have Steve round to yours for tea, unless you really want to upset the rest of the family. Take, for example, the one about a man, a genie, and a 12-inch pianist. They get much worse.

ALEX HUHTALA

STAFF WRITER

CURRENT FAV GAMES:
- SONIC ADVENTURE
- GET BASS
- METAL GEAR SOLID
- DEEP BLUE
- MONOPOLY GB

All the time Alex has been working on CVG, he's been quietly loving his Game Boy – at home with the monochrome, kind of thing. Did we ever suspect him of being crazy? Never. Not even now when there's Dreamcast around and about. Alex wants to play his Game Boy that's fine. What we're avoiding telling you is that Alex likes to play *Monopoly* on his Game Boy. Funny lad.

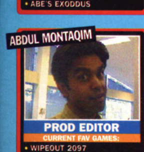


TONY CORMACK

DESIGNER

CURRENT FAV GAMES:
- BRIAN LARA CRICKET
- METAL GEAR SOLID
- MUSIC
- ISS PRO 98
- ABE'S EXODDUS

Can't remember why we hired this guy. Maybe because he does good pictures for us, and makes our pages look nice. Yeh, that was it. So does CVG look better these days or what? Is Tony worth the money we're paying him? Well we do get our money's worth. Free advice whenever we need it, but mostly when we don't. Predictions for the future, we get these too. A bargain then.



ABDUL MONTAQIM

PROD EDITOR

CURRENT FAV GAMES:
- WIPEOUT 2097
- ISS 98
- BRIAN LARA CRICKET
- TIME CRISIS
- MUSIC

Have you noticed how Abdul looks kind of sinister in every picture we take of him? He's not usually like this is real life, he's much friendlier. Abdul would spend all day helping old ladies cross the road, if he wasn't required to help Ed Lomas find his keyboard. So why the sinister photos then? We put it down to the fact that we're always on deadline when we take them. Then he's a monster!





JAIME SMITH

ART EDITOR

CURRENT FAV GAMES:
- HYPER SPORTS
- ZELDA GB
- F-ZERO X
- VF3TB
- ERNEST EVANS

Until we met Jaime, we had never known anyone with an ability to leap over park benches. So it is our privilege to be on good terms with a man that can scare the wits out of grannies for our amusement over the weekend. It's sometimes more fun to watch Jaime do the thing where he asks someone the time, then hops over their head – like he's vanished. Incredible good times.

[POCKETSTATION PRIMED]

The Sony PocketStation will be released in Japan on 23rd December 1998. It will be compatible with many of next year's major PlayStation titles – 31 PocketStation/ PlayStation games are due in Japan before Spring '99.



Sony hope to revolutionise the way we interact with games with PocketStation, and have stated that "PocketStation is positioned as a new concept, an intelligent peripheral for the PlayStation." Don't think of this as a Game Boy, or anything similar. PocketStation has its own agenda, and it's not all to do with games.

At its most basic, PocketStation functions as a cool-looking memory card. The next step from that is data you can exchange between your PocketStation and PlayStation. You can take a character from a game, and develop them. And you can do this on the move because Pocket Station is so small. It even comes with a strap so you can wear it around your neck.

One thing PocketStation has that PlayStation doesn't is a clock function, meaning that whatever you have stored in Pocket Station is affected by time of day, and even seasons of the year. When PocketStation is linked with your PlayStation, this clock function can be shared, allowing for even more complex PlayStation games to be made. This isn't a completely new feature in games, Sega and Nintendo have been there before, but it's new to PlayStation.

The biggest thing with PocketStation is the infrared communication option. Anything you have stored on PocketStation can be exchanged with other people, anytime, anywhere. Personal details such as phone numbers and favourite things, or just game data. Pocket Station will even be able to exchange data with other computer and audio-visual equipment that support IrDA communication, though only if it as been programmed with the appropriate software.

To top it all off, Sony are encoding each PocketStation with its own identification number, making each one personal to its user. PocketStation will be your electronic ID. Sony promise that software soon to become available will provide unique experiences for every Pocket Station out there…!!!





SPECIFICATIONS	
CPU:	ARM7T (32-bit RISC Processor)
Memory:	SRAM 2K bytes, Flash RAM 128K bytes
Graphics:	32 x 32 dot monochrome LCD
Sound:	Miniature speaker (12-bit PCM) x 1 unit
Switches:	5 input buttons, 1 reset button
Infrared communication :	Bi-directional (supports IrDA based and conventional remote control systems)
LED indicator:	1 unit (infrared communication : red)
Battery:	Lithium battery (CR 2032) x 1 unit
Other functions:	Calendar function Identification number
Dimensions:	64 x 42 x 13.5 mm (length x width x height)
Weight:	Approximately 30g (including battery)

PRODUCT INFORMATION	
Product Name:	SCPH-4000 PocketStation
SRP:	3,000 Yen excluding tax (approx £15)
Release Date:	December 23, 1998
Pack in Accessories:	Original Handy Strap x 1, Lithium Battery CR2032 x 1
Casing Color:	White, Crystal
Initial Production:	1 million units per month

[PORTABLE COLOUR GAMING IS HERE!]

Another reminder from us that Game Boy Color goes on sale on 27 November, priced £69.99. You have to get one, and here's for why.

There is already a library of hundreds of great games to play on Game Boy. Game Boy Color makes these look better than ever – everything is crystal clear, bright, and in colour.

A new line-up that will benefit from Game Boy Color's ability to display 56 colours from a palette of 32,000. Most of these new games will work with the monochrome Game Boy systems already out there. However, a select few in development, designed to make the most of the new hardware, will only work on Game Boy Color.

One of the coolest new features with Game Boy Color is that it can communicate with another Game Boy Color using infared.

This will be great for trading in PokÉmon, or any other similar data. For link-up games, we reckon it's still going to be better to use the link cable though. Game Boy Color is also compatible with old style Game Boy, and Game Boy Pocket.

Look out for *New Color Tetris*, *Harvest Moon*, and *Pocket Bomberman* as some of the first games to take advantage of Game Boy Color's swanky new specs. And look out for the Christmas issue of CVG, in which we'll review all the games you'll be able to buy this year and preview the best ones due out in 1999.



[NAMCO FOR DREAMCAST]

Namco, the developers behind some of PlayStation's biggest games, are confirmed to be supporting Dreamcast.

No titles have been announced yet, but it could mean that big games such as *Ridge Racer* and *Tekken* will be appearing on Sega's new 128-bit console.

However, you should consider that Namco applies a different strategy to every format they develop for.

On Nintendo 64, for example, they have released only sports titles – *Famista* (baseball) and *Smash Court* (tennis). It all depends on how they see the market for Dreamcast. But at this stage, Namco seem most keen to make the most of Dreamcast's internet capabilities.

namco® Dreamcast™

[VIRTUA FIGHTER 3 RPG?]

The man behind the *Virtua Fighter* series, Yu Suzuki, has announced that he has been working on a 'secret project' since finishing *Virtua Fighter 3* in the arcade. Although the game cannot easily be categorised, the nearest thing to it is an RPG.

It already features 350 characters, but will eventually have more than 500. The size of the game world is said to be biggest ever. It may sound like a wild claim, but Yu Suzuki reckons the game world is the size of the real world!

Mr Suzuki's secret project has been temporarily dubbed "Project Berkley" – simply because this is the name of a US university, which Mr Suzuki thought sounded cool.

There will be a special conference some time in December to reveal more, much-needed details.

[POKÉMON BREAKS US RECORDS]

The Game Boy game *PokÉmon* (aka *Pocket Monster*) has become the fastest-selling portable game in American history!

This RPG/breed-and-battle game went on sale on 28 September, and sold in excess of 200,000 copies within two weeks. By the end of the year, Nintendo Of America expect this figure to have reached 1 million. This brings the worldwide sales of Game Boy *Pocket Monster* to almost 11 million. *PokÉmon* will be released in the UK in February 1999.



[PLAYSTATION 2 UPDATE]

Last month's news on PlayStation 2 created major waves throughout the industry. What we said about the new system being backwards-compatible, and DVD-based has so far remained unchallenged, but unconfirmed nonetheless. The release date of April '99 in Japan is being treated with heavy scepticism, but hasn't been denied. We're still getting feedback that CVG is close to the truth.

Developers have seen PlayStation 2 in action – this is for sure – and the word is that it's so powerful it makes Dreamcast look like a Super NES. According to one developer, "Polygons are irrelevant. PS2 is something else!"

PlayStation™

It is also rumoured that the original PS chipset can be produced so cheaply now, it is justifiable to believe that PS2 will be backwards compatible.

Meantime, the most common statement from inside the industry has been along the lines of "Sega are stuffed. The funny thing is that they don't know how stuffed they really are".

We'll see. Soon.

ANSWER THESE QUESTIONS!

WIN THE CONSOLE OF YOUR CHOICE

PLUS THE GAME OF YOUR CHOICE!

We want to know some mad things about you. Not a lot, but enough to make it a trouble worth rewarding. So we're offering the chance to win a PlayStation, Game Boy Color, or Nintendo 64, plus a game of your choice to go with it. All you do is answer the questions below, and post them off to us at the usual CVG address:

THE TRUTH ABOUT ME
CVG
EMAP Active
37-39 Millharbour
Isle-Of-Dogs
London E14 9TZ

TV AND ADVERTISING

How much time do you spend gaming a week?

How does this compare with TV?
- Don't bother much with TV
- Play games more
- Same
- Watch more TV

Would you play an interactive advert if it came free with a game?
yes no

GIRLFRIENDS

Do you think girls like to date pop stars because they are:
- Talented
- Rich
- Famous

Other (specify)

MONEY AND HAPPINESS

Which is more important? money happiness

Who would you most like to be? Why?

MOVIES

What's the best film you've seen recently?

What do you think the chances of a big meteorite hitting the Earth in our lifetime are?
- Good
- It could happen
- There's a small chance
- None

CONSOLE I WANT TO WIN:

GAME I WANT WITH IT:

NAME:

ADDRESS:

AGE:

TEL NO:

DO YOU BELIEVE IN ALIENS?

PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM





If any of you watch Soccer AM on Sky TV, you'll be familiar with the five-minute phone-in, and their Football No-no's. Basically, these are five things they don't want viewers to phone in and moan about. Well here is CVG's version of subjects we DON'T want you to write in and rant about. 1. PAL *Tekken 3* and its slowdown. 2. Nintendo vs Sony vs Sega. 3. How do you get past this bit on *Metal Gear Solid*? 4. Small mistakes in CVG. Yes there are a few of them, but we don't need to be told that. 5. Anything involving the haircuts of our team. Thank you and good night!

SIM CORONATION STREET PERHAPS?

Dear CVG

I am always reading about the dangers of letting your children play on computers. "It's anti-social", they say. "It rots the brain", moan parents. Most of the people who foam at the mouth because their kid is spending the night on their computer are the same idiots who sit in front of the telly all night watching mind-numbing soaps. Surely playing *Command & Conquer* is far better for the brain than watching Jack Duckworth pulling pints in the Rovers Return? Before they complain about computers, maybe they should look at their own viewing habits.

Simon Watkins, s.watkins@virgin.net

CVG: Fair enough. Our brains ain't bin rottid at ol. We are der clevrest peepul on da planit. Fanx.

GET THE FACTS RIGHT



Dear CVG,

There has been a lot of hype about the new Dreamcast console from Sega, but I want to know one thing: After the Saturn, don't you think they would have learned their lesson? Firstly, if they are going to price their console at £299.99, as I have been told, then they are digging their own grave.

The Saturn was great and still is, but its popularity fell like a brick when the PlayStation came out, so won't this happen when the PlayStation 2 comes out? The new Sonic game looks great, but once again, if they start out with their prices too high, they are going to be stuffed. Maybe if someone from Sega reads this, it will get through that they need to watch it or Sony will be chewing their ass as soon as it's released. HAVE I MADE MY POINT???

Richard Bennett, St. Albans, Hertfordshire.

CVG: We think you need to get your facts right before you start ranting. The Dreamcast launch price in Japan will be ¥29,000 (about £120) WITH the modem, so we don't know where you got £299.99 from. Also, Namco have now confirmed they are making Dreamcast games, which means that every major developer has at least one title lined up for Sega's new machine.

YES, YES, WE'RE BIASED...

Dear CVG,

I feel that your scores are getting more and more biased against the N64. I can understand you feeling slightly disappointed with *ISS '98* (N64) but 3/5 is just plain stupid, as it is clearly the best football game out on any console at the moment. Also, did you give the PlayStation 5/5 because it is such an improvement on the original, or because it is genuinely a 5/5 game? I think it was the same with *M:I* because even though it was a huge disappointment, it was still worth at least a 3/5. I would be very grateful if you can answer this because I think your magazine is the best around, and has been for years.

Masterful M, Stockport.
Y94.ADDISONW@chc.rmplc.co.uk

CVG: ISS Pro is the only game that is regularly played by most of the CVG team members. Every day, you can find the silky skills of the Dutch and Alex Huhtala coming up against the flair and ability of the Italians and Steve. Tony and his French wonders and Abdul and the old has-beens of Germany are always waiting in the wings too. No other game has had anywhere near the hours of play ISS, and that is why it got the High Five. But at the end of the day, it's down to personal opinion and our reviews are never going to please everyone.

PARENTS REVOLT!

Dear CVG,

Being a thirty-something and a parent of a two-year-old daughter, I read with interest the letters from Andrew Hartley and Mark Oakes. First, Andrew. You've either got a very old Dad who was more interested in what paste he should use to stick his dentures in with this morning or maybe he was wondering what locomotive 23764 was doing at Thundersly at 11.17am when it shouldn't arrive until 11.33am (Get the idea? Zzzz...)? Anyway, the point is it's your money, you spend it how you like.

Now Mark. It is we parents who were playing games that were – and still are – rockhard, before most of you were born. This shows when your Dad beat you on holiday. As for him losing to you on your PlayStation, that was more than likely deliberate (he let you win) as the books all say that we (parents) must not shatter the self-confidence of our children as you wouldn't be able to take it.

Games of yesteryear required pixel-perfect jumping and timing that makes *Tekken 3* look like one of Andy Gray's action replays. Remember, it was we parents who made the computer/console age happen.

Now where did I put my Cocoa?

Gregor Houghton, Fratton, Portsmouth.

CVG: Blimey. A voice from the other side. Any other oldies want to add their thoughts to this, then write in please. Thank you.

IF WE'VE TOLD YOU ONCE

Dear CVG,

I am sorry to say that I recently purchased your mag as well as a dedicated N64 magazine to see if you rated the recently released *F1 World GP*. Clearly you didn't, but sadly I chose not to follow your advice and went out and purchased it. The other mag absolutely raved about it and claimed it was the best driving game on any format. Well all I can say is your review was spot on, although a little short. But then again, I suppose only good games deserve a page or more. A lesson has been learned and from now on – I only need to buy one mag.

A. Kirby, Croxteth Park, Liverpool.

Dear CVG,

What's going on? I read one magazine and it says that a game is poor and I read another magazine and it says the same game is great. Who do I believe? The games in question were both for the N64 and CVG gave both *F1 Grand Prix* and *Mission Impossible* two out of five. Yet I read through some of the Nintendo Magazines and find that these two games are scoring 94 and 92%. How can there be such a difference and how do we know who to listen to? Well here is my theory: The Nintendo magazines have to keep their noses clean and not be critical of the games supplied by Big Brother. They have to give a favourable review, otherwise their privileges will be stopped and once you are no longer getting those exclusive screenshots and early playtests of the latest games, your magazine is not going to last a long time.

So who do I believe? Well, that's why I buy CVG and glance through the other ones in the newsagents when I've got nothing better to do.

P.S. Have any companies ever refused you access

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At Comet Game Zone you can try out the latest games on the top two consoles on the market - Nintendo 64 and PlayStation - before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.



COMET STAR LETTER

SHINY HAPPY PEOPLE

Dear CVG,
This is a well done and thank you letter to a great bunch of guys that have bought us some of the best games around – Dave Perry and the team at Shiny Entertainment. My family and I were spending a few weeks in California this summer, and whilst in Laguna beach, I wandered hopefully into their offices. To say the greeting they gave us was great would be an understatement!

At first the building seemed empty, but soon two guys appeared to find out who had invaded their domain. They were Scott Herrington and Rob Wright, the PR and Marketing Editor and the Promotional Video Editor. They seemed really pleased that someone from Wales had actually found them. Scott showed us around the offices and Rob took some pictures of us with his digital camera and promised to put them up on their webpage. He showed us the actual video of *Messiah* that was at E3 and also allowed us the FIRST go on a 100% version of *Wild 9* which was like *Pandemonium 2*, but with an electric whip. Oh yeah, he also showed me a playtest version of a new, as yet unnamed game they're developing which is a lot like *Magic the Gathering*. Scott gave me a signed poster of *MDK* from him and Dave Perry, who had suddenly appeared, was grinning like a Cheshire cat telling us he had been to Wales!
Matthew Jones, Old Colwyn, Conwy

CVG: How about that then! Just goes to show that a little effort goes a long way. Top work Shiny people!

to their latest titles because you gave one of their games a bad review?
P. Gilmour, Cumbria.

CVG: Unfortunately, yes. But they need us more than we need them.

TIME OF THE MONTH

Dear CVG,
I am probably one of the few women who write in to your magazine and one of the few of those that own a PC, N64, PlayStation and a Saturn. People might think, "I bet she has no social life whatsoever", but over the past few months I have been out on the town more than ever. Undoubtedly, I put this down to the decent games drought which has hit all of our consoles in the UK. It seems to me that the Japanese and the Yanks appear to get first class treatment, whereas the UK is treated like a rubbish tip. If they can transport bananas in a matter of days to England, surely game releases do not have to have a six month to a staggering year wait. Even when they do come, they're not as fast, and are graphically inferior. We also get crap American Baseball games and it won't be long until a sumo wrestling game hits our shelves.The gaming world needs to unite on this issue and write to our MPs telling them our dissatisfaction with being treated as second class citizens. We need to tell them to demand more game releases instead of more damn bananas!
Samantha Thew – the voice of the gamers, Sheffield.

CVG: Yes, there is a long wait for PAL conversions, but this is often because the code has to be tinkered with to cope with the slower power supply we use here in England. Some of the games with loads of Japanese text will also take a long time to reach these shores, as they have to be translated too.

© Nintendo

EXCEEDINGLY GOOD SNIPPETS

Dear CVG
Why can't you make your magazine more expensive, but get free things?
Dan Muns, jameslynes@hotmail.com

CVG: We don't need to drag people in with gimmicks – just loads of info about games. Anyway, doesn't increasing the price defeat the object?

Dear CVG,
Hi! Is that image in your issue 203 a sculpture or some trophy? The one I'm talking about is the one coloured gold and she's on top of a PlayStation. If it's available, please tell us so. Thanks! By the way, great mag!
Allan Jay Villanueva, allanjay@iconn.com.ph

CVG: That's a render of Lara and no, you can't buy that in the shops.

Dear CVG,
Do you think it's possible that Sega would change the colour of the Dreamcast to Black before its release? Can you imagine a white Sega machine in circulation?
Yuk!
Dave Fernandez, d4vx@hotmail.com

CVG: Not if they had any sense.

Dear CVG,
Could you please tell me if there is a *Grand Theft Auto* in London? If there is, could you please tell me what console it's on.
Daniel Bevan, Birmingham.

CVG: There will indeed be a GTA in London, and it's going to be released as an add-on pack for the PC version. But no PlayStation code, unfortunately.



COLONY WARS
VENGEANCE



DREAMCAST comes true

We couldn't wait for Sega's Dreamcast, so we sent Ed Lomas to Japan to play it first!

Sega's dream finally became a reality when, on October 6th, they revealed their 128-bit super-console at the invitation-only New Challenge Conference II in Tokyo. CVG was the only UK mag to attend this exclusive event, as well as the Tokyo Game Show a few days later. Complete details of the machine's Japanese launch, its revolutionary internet capabilities, REAL playable games running on REAL Dreamcasts, and some amazing surprise announcements made it a very exciting experience. Now we'll share it with you.



***Virtua Fighter 3tb* on Dreamcast, complete with awesome arcade sticks!**

Warning: Dreamcast games will make you grin like a moron.

THE MACHINE

Dreamcast will be available in Japan from the 27th November 1998 for ¥29,800 (around £150) and will come with all the necessary leads, one controller, and the Dream Passport CD. This disc will allow gamers to connect to the internet via the modem built into the Dreamcast, letting them send e-mails, access web pages, and register themselves for free goodies from Sega! Other than the various easy-to-use internet features included on the Dream Passport, *Sega Rally 2* will be the only launch game to work with the modem, allowing at least two (maybe as many as four) people to play against one another over the internet.



THE PERIPHERALS

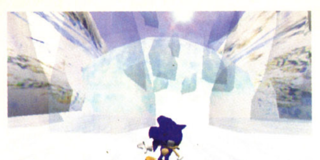
Various extras will be available at launch, with more to follow. As well as the Visual Memory units, Sega showed us a keyboard to make internet access easier, a steering wheel for racing games, a cool six-button fighting stick straight from a *Virtua Fighter* arcade machine, and revealed plans for a microphone (so that you can talk to the Dreamcast!), a rumble pack, a VGA box (for high resolution visuals on a monitor), and a fishing controller for use with *Get Bass*!

THE UK LAUNCH?

There are still no definite details about the UK release of Dreamcast, but Sega have mentioned September 1999 as the most likely date for both the UK and US launches. A price of £199 or less is practically certain, and a big selection of games is guaranteed. Many of the Japanese releases (listed on page 22) are too obscure for the UK, so will be dropped in favour of titles developed by star European and American developers, such as Bizarre Creations and Core Design. We'll have more details as soon as possible.



All of this comes with the Dreamcast (Ed not included).





85% COMPLETE

Dreamcast

ADVENTURE GAME | BY SONIC TEAM | DEC RELEASE | 1 PLAYER (TBC)

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 GD
- RELEASED BY SEGA TEL IMPORTER

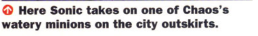
One of the most popular video game characters of all time makes his return to form in triumphant style. Cue the 'hog...



SONIC ADVENTURE™

After keeping *Sonic Adventure* quiet for nearly two years, Sega are bombarding the world with their mascot's epic new game. It was playable for the first time, in the form of five specially-created demo versions – one for each of the characters Sonic, Tails, Knuckles, Amy and E-102 Gamma. Big the Cat only appeared on the video showing highlights of later stages. *Sonic Adventure* is probably the best-looking of all the Dreamcast titles so far shown because of the incredible level of detail throughout. Also, everything looks completely solid (though the camera angles occasionally got a bit confusing in the demos).





Here Sonic takes on one of Chaos's watery minions on the city outskirts.



Knuckles can glide, climb walls, and even dig to find hidden rings and bonuses!

This is Speed Highway, and it certainly lives up to its name!

THE GREEN HILL HEROES!

We mentioned Sonic's high-speed race across the rooftops of a neon-lit cityscape, Tails' snowboarding session down a mountainside while being chased by an avalanche, and Knuckles' hunt for buried treasure in mountain peaks above the cloud cover in the last issue of CVG, but this was the first opportunity to try them out for ourselves, along with special stages put together for Amy and defected Badnik E-102 Gamma.



Looks like Robotnik's been at work in these volcanic tunnels.



Big the Cat is slow, and carries his trusty fishing rod everywhere.

In Amy's demo level a big, evil robot chased her around one of Robotnik's bases, trying to catch her with his tracking laser. Various traps along the way meant that quick reactions were required to stay ahead of the chasing droid while avoiding everything from Robotnik's defences. Amy carries around her squeaky mallet which can be used to explode Badniks, which is especially handy considering that she isn't particularly quick.



The characters' facial expressions change and their lips move in sync as they talk.

E-102 GAMMA

One of Robotnik's troop of defence robots, E-102 Gamma is now on Sonic's side. He's armed with a laser-targeted cannon mounted on one arm which can lock onto multiple targets at once, a bit like in *Panzer Dragoon*. Also, when he picks up enough speed E-102's legs fold underneath him and turn into wheels. A special jetpack lets him float for a limited time, which came in handy for avoiding the lava pools in the cave-based demo we played.



E-102 Gamma's laser sight folds out of his right shoulder when you press the X button.





FIGHTING GAME	BY AM2
NOV RELEASE	1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 GD
- RELEASED BY SEGA
- TEL IMPORTER

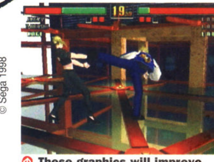
A shark fisherman, a sumo champ, a brain-washed beauty, a race car driver, a stealthy ninja and his robot mum are all here, in...



Virtua Fighter 3tb™

This latest version of AM2's *Virtua Fighter 3* has been in selected UK arcades for almost a year, but has never been as widespread as in Japan, where it's still by far the most popular fighting game. The 'tb' refers to the new Team Battle, whereby each player chooses a three-character team who then fight one by one until an entire team has been wiped out. Many small enhancements have been made to each fighter's repertoire of moves, as well as a few slight graphical changes and a playable 'boss', Dural. Get ready for the true test of fighting skill!


New background lighting!


These graphics will improve.

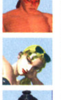
STICK IT TO YA



One thing we noticed from extended playtesting of *Virtua Fighter 3tb* (and we really mean EXTENDED playtesting!) is that the Dreamcast's standard pad is a little awkward to use, as we'd feared. All four major buttons are needed to play properly, so it's tricky to hold it comfortably and still be able to react as quickly as is needed. Thankfully, a brilliant six-button Arcade Stick will be released at the same time as the Dreamcast, which enables you to play with the same controls as the giant sit-down "Megalo 50" cabinets.





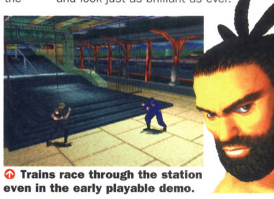


LOOKIN' GOOOOD!

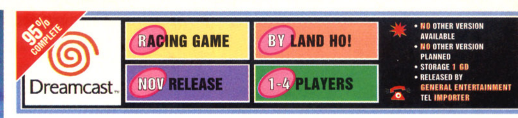
The version of Dreamcast *Virtua Fighter 3tb* which was playable at the New Challenge Conference II and Tokyo Game Show only featured five playable characters – Akira, Jacky, Lion, Jeffry and Kage – but it made it clear just how accurate the final conversion would be. It already plays EXACTLY like the arcade game in every way, and the graphics are looking fantastic. There's still some work to be done on the character textures, and some of the pieces of clothing weren't moving, but other than that it all looks fantastic. The incredible 3D backgrounds are in there in full, and look just as brilliant as ever.




Shun is far bigger than he should be in these early demos.


Trains race through the station even in the early playable demo.

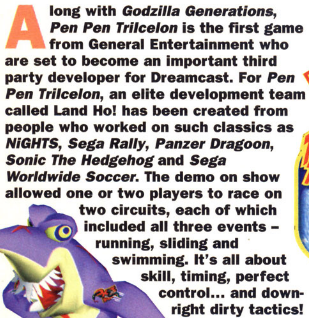




On a distant ice-covered planet, a strange group of creatures known as the Pen Pens are holding a triplet of mad races for you!



Along with *Godzilla Generations*, *Pen Pen Trilcelon* is the first game from General Entertainment who are set to become an important third party developer for Dreamcast. For *Pen Pen Trilcelon*, an elite development team called Land Ho! has been created from people who worked on such classics as *NiGHTS*, *Sega Rally*, *Panzer Dragoon*, *Sonic The Hedgehog* and *Sega Worldwide Soccer*. The demo on show allowed one or two players to race on two circuits, each of which included all three events – running, sliding and swimming. It's all about skill, timing, perfect control... and down-right dirty tactics!





The madcap Pen Pens pose for a picture.

The Pen Pens go faster if they hold their fins up.

The Pen Pens themselves all look fantastic, and have an enormous amount of character. Their animations are particularly good – Mr Bow's tongue flaps around as he runs, Jaw looks suitably sly in every-thing he does, and Sneak has a fantastic backwards swimming animation. As soon as you see the Pen Pens in action you'll be able to pick your favourite, though they each have specific skills and specialise in various events.



The creepy shark named Jaw.



Ballery, not Rainbow's George.



Sneak, the comedy squid.

N-ICE LOOKING!

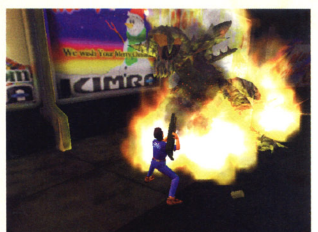
Pen Pen Trilcelon's graphics are, like almost all of the Dreamcast games revealed so far, very impressive. Because of the high resolution and super-smooth frame rate, the Pen Pens look like rendered 3D cartoon characters racing around beautifully-detailed stages. The swimming sections look particulaly cool, especially on one of the playable demo circuits where rotating lights above the water's surface shine down into the pool as the Pen Pens race along, leaving trails of bubbles behind them!



The characters themselves look awesome, especially when the view zooms in close like this.



Because the graphics move so smoothly, the character animations look even more amazing!





ACTION ADVENTURE | BY CLIMAX GRAPHICS | DEC RELEASE | 1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 GD
- RELEASED BY SEGA TEL IMPORTER

Terrifying mutants from a mysterious island are wandering the city streets. Find some guns and get them outta here!

With Capcom's *Resident Evil* games so popular here in the UK it's clear that you lot love a good action-adventure game with masses of big weaponry, mutant monsters and blood, blood, blood. *Blue Stinger* is the first game from Climax Graphics, a new group formed from people who previously worked on such Climax games as the Saturn action RPG *Dark Savior*, and has been made in association with some big Hollywood movie people. It has a very cinematic feel, and has made brilliant use of the Dreamcast's power to create an incredibly detailed game environment.



No time to boogie – there's mutants to kill!

The weapon effects are all very cool indeed.



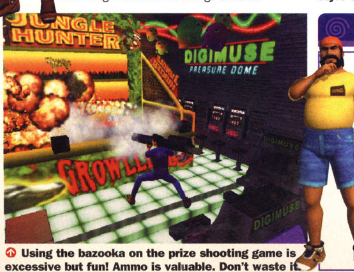
There will be more than 40 weapons in *Blue Stinger*, some of which are accurate representations of genuine weaponry, while others have been created to take advantage of the near-future storyline. In the demo we played there was a handgun, a powerful shotgun, and even an enormous bazooka which needed to be hoisted onto Elliot's shoulder! Because there were no close-range weapons, the only way to attack enemies next to Elliot is with good old fists and feet! The final game will include a cool Lightsaber-style weapon which leaves light trails as it swings around!



Although he's got the cool Lightsaber-style sword, Elliot's been injured badly.



Elliot uses his fists to fight nearby monsters, no matter how big they are!



Using the bazooka on the prize shooting game is excessive but fun! Ammo is valuable. Don't waste it.

The special demo of *Blue Stinger* has loads of enormous monsters crammed into a relatively small section of the game, just to show how impressive they are. The sick man responsible for coming up with these mutants is Robert Short, who designed the abominations in the movie *Beetlejuice,* among others. Everything from humans with extra arms and tentacles, through whale-sized swimming beasts right up to monsters as tall as Godzilla who can squish Elliot in one step will be in the final game. Can't wait!



The monsters have animations which really bring them to life. Very creepy!







The arcade rallying classic is back, and is heading at top speed for the Dreamcast checkpoint!

Unfortunately, the only thing shown of *Sega Rally 2*, so far, is video footage. Apparently the current Dreamcast code has been adapted from the work-in-progress PC game (which is now on hold until the completion of the DC version), and it sort of shows. The video didn't look as close to the arcade as we were hoping, though graphical glitches and strange car physics made it clear that the version it was taken from was still very early. We just hope it'll be finished in time.



The high-resolutions graphics look great, but there's still work to be done.



The European release of *Sega Rally 2* will feature lots of extra cars and tracks.

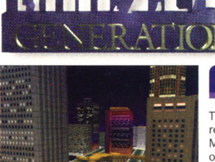




GODZILLA GENERATIONS

The humungous mutant lizard goes on the rampage around Japan, but this time you're in control of him!

The storyline for *Godzilla Generations* is the same as the classic movies – massive monster trashes buildings... army attacks massive monster... massive monster trashes army. The idea is to wipe out a set area of a famous Japanese city. A map shows the remaining buildings, as well as the army who are out to save civilisation. Each city is accurately built in tasty 3D.



The Tokyo Government building looks just like the real thing!



There are a few Godzillas selectable at the start – regular Godzilla, first series Godzilla, Mecha-Godzilla, Minira and the recent Hollywood Godzilla. Each one has their own special moves, such as tail swipes, laser beams, stomps, and a brilliant one for Mecha-Godzilla where his head spins and his fingers fire rockets! You can also plug in your *Godzilla* Visual Memory game and load up the cute creature you've bred into a four-player 3D battle arena!

DREAMCAST ROUND-UP

Plenty more exciting games were revealed at the exclusive New Challenge Conference II (which CVG was the only UK mag to attend, by the way). Here's what delights you can expect to be released in Japan next year.

10% COMPLETE | Dreamcast | SURVIVAL HORROR | BY CAPCOM | 1999 RELEASE | 1 PLAYER (TBC)

Capcom's special video demo of the next in their *Biohazard* series (*Resident Evil* in the UK and US) blew the entire audience of the conference away. It's very early in development, but already looks extremely impressive, with fully-3D locations and characters, including Claire Redfield, who looks as good as the fighters in *Virtua Fighter 3*! Not much is known about the storyline, but Capcom said Claire's brother, Chris, will be involved. A release date has not been set, but it's been confirmed that *Code Veronica* will be a *Resident Evil* adventure exclusive to Dreamcast, and that it will be released before the next PlayStation game is available. The zombies, guns and gore have never looked so good – this could be the game to convince the UK that it needs Dreamcast.

Release Date: After April 1999

CLIMAX LANDERS

25% COMPLETE | Dreamcast | RPG | BY CLIMAX | JAN RELEASE | 1 PLAYER

At last – the follow-up to the fantastic Mega Drive RPG, *Landstalker*! *Climax Landers* was at the Tokyo Game Show in very early playable form, but already looks very cool indeed.

The look is similar to *Landstalker* and Climax's Saturn Action RPG *Dark Savior* – only it's in spectacular 3D. *Landstalker* star, Nigel, should feature in it too. At times, when the game was left alone, the scenery would look like a particularly impressive section in *Final Fantasy VII*. The big difference being that picking up the pad would allow the whole thing to be moved around in 3D perfectly smoothly! The playable demo version didn't give much away about the plot, but was certainly very promising. We reckon this'll be a corker.

Release Date: January 1999



GEIST FORCE

80% COMPLETE | Dreamcast | SHOOTING GAME | BY SEGA AMERICA | DEC RELEASE | 1 PLAYER

Like *Sega Rally 2*, this is a game which is due out this year but wasn't playable at the Tokyo Game Show.

The video footage we saw didn't look too exciting either, as the graphics jerked about and there were no enemies to speak of.

An early video of *Geist Force* was shown behind closed doors at this year's E3, and everyone who saw it claimed to be very impressed by it. Thing is, we've found out for a fact that the E3 demo was pre-rendered on a powerful workstation and wasn't running on Dreamcast at all, even though Sega claimed it was.

Geist Force could turn out to be good after all, but it's very hard to tell at the moment.

Release Date: 10th December



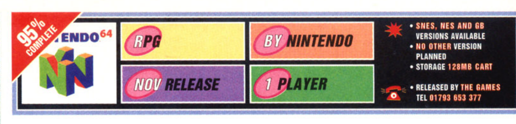
OTHER RELEASES

GAME NAME	PUBLISHER
27TH NOVEMBER 1998	
July	Fortyfive
23RD DECEMBER 1998	
Incoming – Humanity's Final Battle	Imagineer
Evolution	Sega Enterprises/ESP/Sting
Seventh Cross	Nihon Denki Home Electronics
Monaco Grand Prix Racing Simulation 2	Ubi Soft
JANUARY 1999	
Sengoku Turb	Nihon Denki Home Electronics
FEBRUARY 1999	
Aerodancing	CSK Sogo Kenkyujo
Digital Horse Racing Newspaper	Shouei Systems
Get Bass	Sega Enterprises
To the North: White Illumination	Hudson
MARCH 1999	
Cool Boarders	UEP Systems
Mah Jong	Kaga Tech/Naxat Soft
Puyo-Puyon	Compile
Great Buggy	CSK Sogo Kenkyujo
Cho-Hamaru Golf	Sega Enterprises
AFTER APRIL 1999	
The King of Fighters '98	SNK
Merukuriusu Pretty	NEC Interchannel
Monster Breed	NEC Interchannel
Biohazard: Code Veronica	Capcom
Power Stone	Capcom
Hiryu-no Ken Retsuden	Culture Brain
Crack 2	Sieg
Nijiiro Tenshi	Japan Corporation
Akihabara Denno-Gumi Pata Pies!	Sega Enterprises
Giant Glam – Japanese National Pro-Wrestling	Sega Enterprises
Virtual On: Oratorio Tangram	Sega Enterprises
Project Berkley	Sega Enterprises
Let's Make a Professional Soccer Club!	Sega Enterprises
Let's Make a Professional Baseball Team!	Sega Enterprises
Entertainment Golf	Bottom Up
Gundam	Bandai
Harukaze Sentai V Force 2	Bing Kids
Elemental Gimmick Gear (E.G.G.)	Hudson
Ohsumo	Bottom Up
D2	Warp
Shienryu 2	Warashi
Dynamite Robo	Warashi


vivid image


Ubi Soft
ENTERTAINMENT





It's been in development for as long as we can remember, but *Zelda 64* has always remained at the top of most wanted lists.



ZELDA 64

Nintendo were adamant that *Legend of Zelda: The Ocarina of Time* would get a European release before Christmas, but the games industry press dismissed this as nonsense – us included. But credit goes to the people at Nintendo of Japan for getting the job done, and creating an absolutely storming game in the process. Only a select few journalists were invited to attend the 'Zelda Summit' in Germany, CVG being one of them, to play a virtually finished English language version. And despite the years of waiting, we weren't disappointed.



Light a Deku stick in this flame and use it to ignite other unlit torches.



You can only get Epona the horse from this girl once you're a teenage Link.

I'M THE NAVI-GATOR

Your quest begins with you being awoken by Navi, a small fairy who is to become your companion throughout the game. She is an integral part of the quest, and has been sent by the Great Deku Tree to find you and help you save Hyrule. Navi will often fly to scout around the area that you're in. If she does, a message will flash in the top of the screen, telling you she has something to say. Press the top C button to activate her.



Navi won't attack enemies.



READY, AIM, FIRE!

The most important aspect of succeeding in *Zelda* is to master the combat controls. Otherwise, you find yourself frantically reeling off shots in the vague hope of actually achieving something.

You have to get used to the Z button, which is a targeting option. This button will help you "lock on" to the nearest target, and follow it around until you unlock it – or one of you gets killed. It also targets the weak spots of enemies, so you can save on bullets.

While you're in this target mode, Link's movements become slightly different as well. By holding a direction and pressing A, you can make Link jump sideways by pressing left or right, or backflip away by tapping backwards, and lunge at an opponent by pressing forwards.

If you have multiple enemies to defeat, pressing Z will toggle through all the targets in your view. If there is only one target, Z will return to the normal attack view.

When in this mode, using the Slingshot will not bring up the first person view you'd normally get when using it.



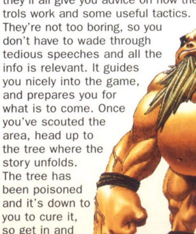
Don't let the guards spot you.

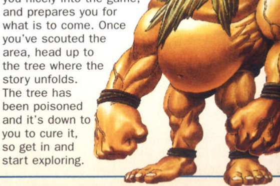


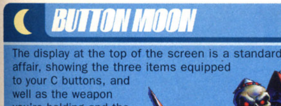
The target has locked, so attack!

IN THE BEGINNING...

Your house is situated in Kokiri Forest, and this is where the game begins. You are summoned by the Great Deku Tree, but before you can see it, you have to find a shield and a sword. The shield is for sale in the shop, so you need to find 40 rupees to get it and the sword is in a small cave at the top of the map. You have to crawl through a small hole to get to it. Talk to all the people in the Forest because they'll all give you advice on how the controls work and some useful tactics. They're not too boring, so you don't have to wade through tedious speeches and all the info is relevant. It guides you nicely into the game, and prepares you for what is to come. Once you've scouted the area, head up to the tree where the story unfolds. The tree has been poisoned and it's down to you to cure it, so get in and start exploring.

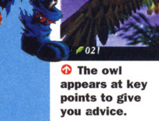






BUTTON MOON

The display at the top of the screen is a standard affair, showing the three items equipped to your C buttons, and well as the weapon you're holding and the action button. This blue sphere plays a very important part in the game, because it will basically tell you exactly how you can interact with what's going on. For instance, when you approach someone in a village, it'll flip to speak and pressing the button activates that action or it'll switch to climb when you walk past a box or ledge that can be scaled. The Rumble Pak will also give you a few pointers, because it shakes gently when you go over areas in the ground that can be bombed.



The owl appears at key points to give you advice.



When riding the horse, the action button switches from A to B. Here, B whips the steed.

WHAT'S IN THE BACK PACK?

The first few items you collect do a lot more than just give a few extra health points back, for example. The Deku sticks can be used not only to batter opponents, but also as fire lighters. Equip one and walk past a flame and it'll catch alight, enabling you to light all burnt-out flames. The Slingshot is a cool weapon – when you fire it, the view switches to a first person view, enabling you to perfectly aim a shot. Shields are bought from most decent shops and as soon as you have to chance to upgrade one do so, as it's usually relevant to the part of the story. A bit further in, the Egg you are given hatches into a chicken which can be used as a wake-up call (a little tip for you there).



The Shield can be used to reflect certain enemies bullets back onto them.

PLAY US A TUNE

As you leave Kokiri Forest for the first time, Saria gives you an Ocarina which becomes an integral part of the game. There are loads of tunes which you must learn, and each has varying effects. Play Zelda's Lullaby whenever you see the Triforce logo on the ground to open a door or other such effect. Saria's Song will let you talk to Saria telepathically wherever you are and she can sometimes offer cool snippets of advice. The third song you'll learn is the Sun Song, which will freeze any undead zombie folk who are giving you a hard time.



Some tunes you learn on the Ocarina will open doors, others let you talk telepathically.

CAN YOU SAVE HYRULE AGAIN?

The Japanese release date is 20th November. The American release is the 23rd. In Europe we'll be getting it on the 27th of the same month! Those are the facts, and we'll have a huge review next month.





Tired of all those one-on-one fighters? Well, why not try beating up three people at once!



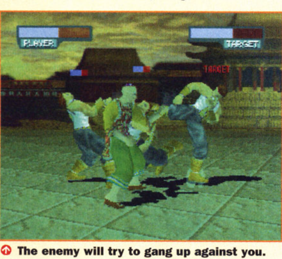


Fighting games or racing games – that seems to be all you can buy on the PlayStation at the moment, and how are you meant to distinguish one fighter from another? *Shaolin* deserves a second look because it's doing things differently.

In a saturated market of one-on-one fighters, the next logical step is to put more than two characters on screen at a time. It's happened before in the long-gone 8-bit days, but *Shaolin* aims to take the concept to the next level.

JIN VS JIN VS JIN VS JIN, ROUND ONE. FIGHT!

Shaolin will give fighting fans something they've dreamed of for years – the chance to beat up three friends at once. Yes, this game is four-player compatible, something that will have lots of players drooling already. In one-player mode, the game will feature up to seven fighters on screen at once. The control system to take advantage of these new features has had to be revised from the usual beat-'em-up fare. Two new buttons are needed, a target select and a hit behind. These are used to switch your focus, like in the four-player wrestling games already available. The hit behind button is useful for when you are surrounded by opponents, but then so is a spinning kick.



The enemy will try to gang up against you.





You can escape from ring outs by clawing your way back into the action.

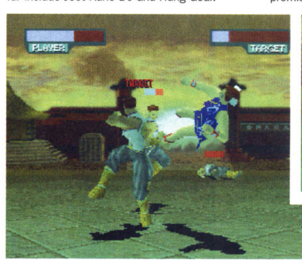
ENTER THE 36th CHAMBER

There are 12 different characters available to play with – some are very young, others are really old. All of them wear traditional costumes, but at this stage none of them has a name!

The characters will be experts in one of six different styles of martial arts. Our favourites so far include Jeet Kune Do and Hung Gear.

The animation of the characters is fast and the moves look very realistic. This should make it one of the most authentic fighters around.

Besides the Versus mode, *Shaolin* will also include a Quest mode, where the character must search for martial arts spirits. This mode promises to mix action and RPG elements.





The fighters come in all different shapes and sizes.

This woman has just been spun by a kick – it looks great!



Short skirts can dazzle opponents.

At last, Samo Hung is a game!



Fights can be won quite quickly.

SHAOLIN-A-DAMMA-DING-DONG

For a game with a lot of work remaining, *Shaolin* looks very promising. Come February, it may make an interesting diversion to the *Tekken* and *Virtua Fighter* powerhouses.





STRATEGY/GOD GAME

BY BULLFROG

NOV RELEASE

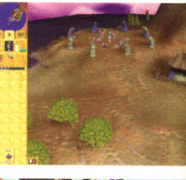
1-4 PLAYERS

- NUMEROUS PREDECESSORS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD

- RELEASED BY EA
TEL 01753 549 442

Another hit game from yesteryear is dusted down and given a makeover. This looks like it could build a whole new following.

POPULOUS THE BEGINNING



Populous paved the way for a new breed of games when it first appeared nearly nine years ago. Placing you as a God, and giving you control over a tribe of people was a first. You could raise and lower land to accommodate their needs, and wage war against other settlements.

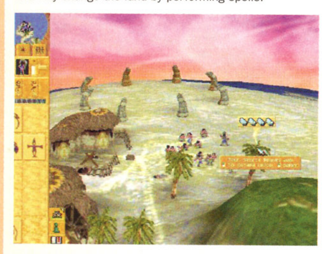
Populous: The Beginning **is what game fans have been waiting for ever since. If it wasn't for Bullfrog making more classic games in the meantime, like *Theme Park*, *Syndicate* and *Dungeon Keeper*, we'd have been able to play this game a lot sooner.**

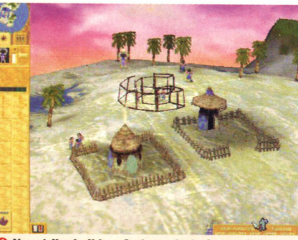




FOLLOW THE LEADER

So what's changed for the update? The main difference is that you are no longer a God, you're trying to become one. You control a female Shaman, who orders the tribe and operates from land. You must guide your tribe to victory, by defeating other tribes and gaining knowledge. As you progress, you'll gain more experience, new abilities and hopefully more followers. The more followers you collect, the more mana you'll have at your disposal, and it's mana that allows you to perform spells. This is the biggest difference between the classic *Populous* and this sequel. In the original, you controlled the land, but in this one, you guide the people – and you can only change the land by performing spells.

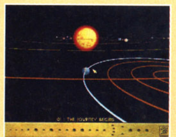




Your tribe builds a fortress to train warriors.

DANTE'S PEAK

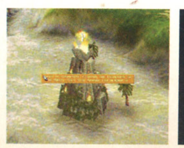
Whereas the original game was viewed from an isometric perspective, now we can enjoy a full 3D world. As a nice touch, all the levels can be viewed as planets, which can be rotated, allowing you to zoom in on the action – just like a real God! Once the action hots up and the tribes are ready to do battle, you can fully appreciate the game engine, and acceleration. Battles are won or lost on the ability to perform spells, all of which look very impressive. The most basic are tornadoes and swarms, where bees chase your opponents, dispersing them in all directions. Creating an earthquake will completely alter the shape of the land, and calling upon an angel of death unleashes a winged demon, who firebombs and eats villagers. The ultimate spell though is the volcano. If placed beneath a village, this can destroy nearly everything in sight. The lava flows create new land mass, and can bury settlements in seconds.

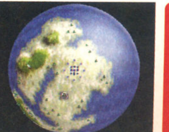


The level select is displayed as planets in the solar system. It looks really cool.









LAVA, LAVA, LAVA

Populous: The Beginning will be reviewed in the next issue. We can tell you now that it's a game you must play, and is going to be at least as popular as the original.

Countdown to Christmas



F-Zero X

With 30 futuristic hover vehicles on screen at the same time, gravity defying tracks and 4 players racing competitively at over 1000kph, precise steering is imperative.

£37.99



1080° Snowboarding

Deep powder, blinding sun and big air, this game has it all. Add in over 25 tricks, 8 Lamar boards, a half pipe and 6 extreme slopes to ride on and you've got the most realistic snowboarding game ever.

£37.99



Body Harvest

"We love Body Harvest. Always have, always will. The action's frantic, the aliens are vicious and the huge worlds are amazing. It's gonna be a monster!" Nintendo Official Magazine.

Released 13th November.

£42.99



Turok 2

Turok returns to delve deep into the core of a violently twisted world in order to find and destroy the evil Primagen. Featuring gruesome enemies, explosive new weaponry and a multi-player death match that will leave you breathless.

Released November '98.

£37.99

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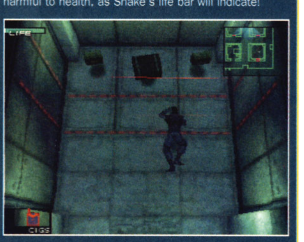
INCOMING MESSAGE: We have in our possession an English copy of *Metal Gear Solid*. Pay us 10 million pounds or we'll tell you all about it.

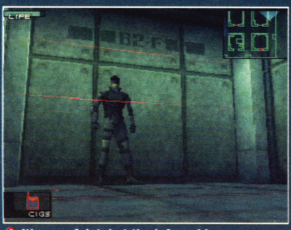
TACTICAL ESPIONAGE ACTION METAL GEAR SOLID

Another month and Metal Gear continues to blow us away. Getting our hands on the English language version of the game is the reason for this, and what a difference the text makes. Now we know all about the characters, the plot twists and clues. We know what the enemies say when they're confused, and what causes Snake and Meryl Silverburgh to laugh. Over the next few issues we will be telling you even more about this incredible game. Here's what we've discovered this month.

OOH, THEY'LL BE THE DEATH OF YOU!

Your character, Solid Snake, starts the game with no weapons. The only items available to him are a packet of cigarettes and a pair of binoculars. Both these items are invaluable as the game unfolds. The cigarettes are useful for detecting infrared beams – light one up and the smoke unveils where the beam is. Be careful not to use too many though, because the cigarettes are harmful to health, as Snake's life bar will indicate!





It's very feint, but the infrared beam becomes visible, thanks to magic cigarettes.

BROADSWORD CALLING DANNY BOY

Metal Gear Solid boasts 10 times the amount of dialogue found in a feature film. Characters talk at great length during cut-scenes, talking about themselves, the mission and giving hints.

A lot of this dialogue takes place over the Codec, a device which sits in Solid's ear, allowing him to talk to support members and the Colonel. It works like a radio, with different frequencies linking Snake to different members.

COLONEL ROY CAMPBELL 140.85



They're working on a limited budget. They try to put on a pretty face for the media, but this is the grim reality of it.

The man in charge of your mission. Roy will inform Snake of which buttons to press and offers clues. Dr Naomi Hunter is also on this frequency.

MEI LING 140.96



The truth is...I always wanted to become a fighter pilot.

This is where you save your game. Mei Ling is very friendly and usually likes a chat. She also likes to share her knowledge of ancient proverbs.

MASTER MILLER 141.80





In war, a split second can mean the difference between victory and defeat. Don't ever hesitate.

This guy is a bit New Age, as he talks about your mind and staying focused. He's really there to help you with tactics, and gives you hints, like where to hide.

NASTASHA ROMANENKO 141.52





No. But if the casing is damaged they may be leaking nuclear materials. Please make sure you do not use your gun around there.

A Russian weapons specialist. She has a vast knowledge of nuclear weapons and their movements and availability through the former Soviet Union.





A METAL GEAR SOLID MOMENT

COMING SOON



THAT FEELS FUNNY

If you haven't already got a Dual Shock pad, you must get your hands on one while playing this game. The pad adds another dimension, and increases emphasis and atmosphere on certain sections. The first time you'll notice it is when a guard spots you. The pad rumbles as the alarm starts. It will also rumble if you are shot or hit. The next type of vibration you'll encounter is when talking to DARPA chief Donald Anderson. He starts to moan and clutches his chest. The pad then vibrates to simulate a heart attack, becoming more violent as the pain increases.





Kenneth Baker hits Snakes leg with his cane in the cut scene. Feel that pad vibrate.

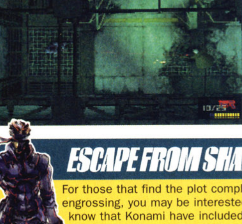


Snake is spotted – the pad shakes again!

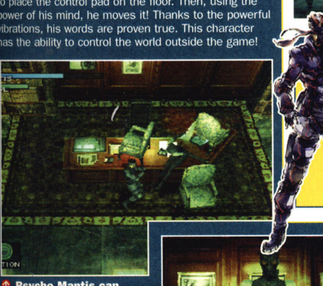


PSYCHO MANTIS'LL MAKE YA JUMP, JUMP

Our favourite demonstration of Dual Shock compatibility is when you encounter Psycho Mantis, the strangest of all the bosses. Before you confront this boss, you will hear of his strange powers, and upon meeting him he will want to demonstrate these to you. Psycho Mantis is a master of telekinesis – he has the power to move objects without touching them. To prove it, he tells you to place the control pad on the floor. Then, using the power of his mind, he moves it! Thanks to the powerful vibrations, his words are proven true. This character has the ability to control the world outside the game!



As the mission progresses, Snake encounters a tougher bunch of guards.

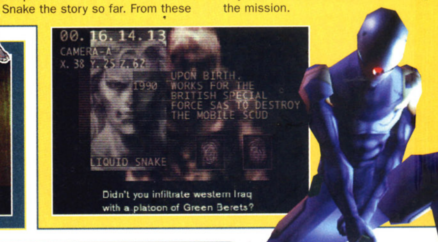


Psycho Mantis can move objects in the game as well. Remember to duck his attacks.

The gas mask is to hide his disfigured face, a bit like another famous villain who wears black.

ESCAPE FROM SHADOW MOSES ISLAND

For those that find the plot completely engrossing, you may be interested to know that Konami have included a briefing section. Accessed from the options menu, here you can watch Solid Snake beginning to get a grasp of the severity of his mission, as Roy Campbell and Dr Naomi Hunter tell Snake the story so far. From these tapes you can see Snake's initial reluctance to accept the mission, but when he learns of the serious nature of his adversaries, he changes his mind. These sections fill you in with background information for the enemies and their demands. They also show you why Snake doesn't need to eat during the mission.



WIN A METAL GEAR BOX SET

Not only will the UK be getting an updated version of *Metal Gear Solid* that is superior to the American game. You'll also be able to purchase a limited edition box set – not available anywhere else in the world! The premium pack looks similar to a box set that was released in Japan, but the contents are different.

What you'll get for your money is a copy of the game, a soundtrack CD featuring music from past and present *Metal Gear* games, FOXHOUND dogtags, stickers, an exclusive T-shirt, artwork book and possibly some postcards. Konami have been kind enough to give away 20 copies of this box set, and prizes will be signed by Hideo Kojima the director of the game. To win one, all you have to do is draw a picture of *Metal Gear Solid* that symbolises the three essential aspects of the game Tactical Espionage Action. Send your entries to **I'M ADDICTED TO METAL GEAR, CVG, 37-39 Millharbour, The Isle Of Dogs, London, E14 9TZ.**

While we're here we'd like to remind you that we've got an interview with the *Metal Gear Solid* producers next month, and if you'd like them to answer some of your questions then please send them to this address **METAL GEAR Q&A, CVG, 37-39 Millharbour, The Isle Of Dogs, London, E14 9TZ.**

FIGHT THE FUTURE

Next month we'll show you some of the enemies you'll be facing on this deadly mission, revealing a few more secrets and bringing you an exclusive interview with the team.



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- 2D FIGHTING
- BY KONAMI
- JAN RELEASE
- 1-2 PLAYERS

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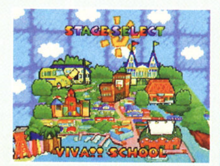
Magical crayons have brought drawings to life, and boy are they angry!

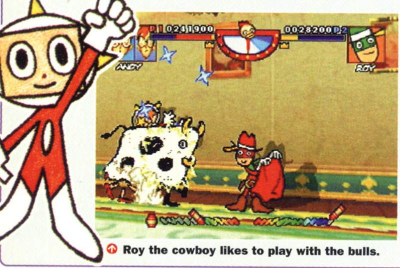
CHO RAKUGA KIDS

There are millions of fighting games already on the market, so you'd think there would be a few more innovations by now. Unfortunately, there aren't. You can count the number of classic fighting games on your fingers, all the rest are just pale imitations. *Rakuga Kids* is hoping to make a name for itself by being different – very different. For a start, these aren't martial artists out to prove who's best, or super heroes saving the universe. These are kids' drawings magically brought to life, and they know some cool moves.

WIN, LOSE OR DRAW

Before the kids finish bringing the good drawings to life, a bully steals the crayons and draws his own friends. Now the good drawings must battle the bad to save the day. A cross between *PaRappa the Rapper* and a classic Capcom fighter, *Rakuga Kids* is a strange breed. Younger players will like the cartoon looks. Everyone else may stay well away.





Roy the cowboy likes to play with the bulls.



DDJ the cat deafens opponents with his boombastic super move.



Choose your fighter with some pop-up art.



The chalk mode removes all the colour to show the animation.

HE AIN'T PRETTY NO MORE





Andy starts his super finish...



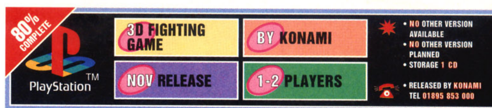
...Beartank is outta there!

Rakuga Kids' bouts last three rounds, with *Street Fighter* style attacks and combos. There's also a special bar at the bottom. Fill this up, and your character performs a special attack. Fill it up three times for something spectacular. The characters are cute, but they also hold dark secrets. Special attacks result in extra features being drawn onto the fighters, making them far more fearsome – betraying their cute looks.

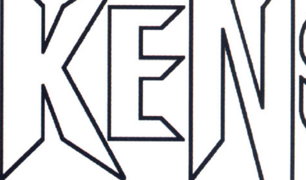
ROLF'S CARTOON CLUB... NEXT WEEK

PaRappa crashed and burned on release in the UK, so what chance has *Rakuga Kids*? We'll have to wait and see.





With no sign of a *Fighting Wu-Shu* coin-op conversion on the horizon, Konami instead bring a brand new 3D fighter to PlayStation.



KENSEI

Yep, *Fighting Wu-Shu* may have come and gone at the arcades, but Konami hasn't abandoned its fighting game development. Due for release later this year is *Kensei*, a cool looking little scrapper that appears to combine the best elements of *Tekken*, *Dead or Alive* and even Sega's *Virtua Fighter* series to great effect. But with loads of great 3D beat-'em-ups already flooding the market, how's this tough title gonna stand out?

GET YER HANDS OFF!

As in *Dead or Alive*, talented players are capable of unbalancing incoming attacking players and using their own momentum and moves against them. Of course, this takes careful timing, but taking out cocky opponents with just one button is still pretty cool.



Kensei's throws and holds look spectacular.





DUCKIN' 'N' DIVIN' 'N' DODGIN'

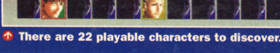
Unlike many other fighting games, *Kensei* players are unable to crouch or jump. Instead, tapping the d-pad up or down activates the game's dodge feature, enabling characters to swiftly avoid opponents' attacks. Used in conjunction with other moves, the dodge technique opens up all sorts of devastating combos!

Kick redneck butt – backwards!

I KENSEI YOU...

Any fighting game worth its salt has a ton of hidden characters just waiting to be discovered, and *Kensei* is no exception. Taking the *Tekken* and *Dead or Alive* route, players simply complete the game with each fighter in order to gain others. We won't reveal just who else is tucked away in there just yet, but some of these folks are truly bizarre!





There are 22 playable characters to discover.



As well as hidden fighters, there are secret stages and rumours of additional game modes.



VIRTUAL FIGHTER TOO

Kensei could be a big hit on PlayStation, with its mixture of fighting styles and solid visuals. Whether it'll be the *Tekken*-beater Konami hopes is still to be determined, but our impressions so far are extremely favourable. Expect a full review next issue.



40% COMPLETE

PlayStation

VAMPIRE SIM | BY CRYSTAL DYNAMICS | MAR RELEASE | 1 PLAYER

- PLAYSTATION AND PC PREDECESSORS AVAILABLE
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Heir to the critically acclaimed *Legacy of Kain*, the chilling vampire epic. Even at this early stage, *Soul Reaver*'s looking hot!

LEGACY of KAIN™ SOUL REAVER

You would normally assume that vampires drink blood to keep themselves alive. But this is not strictly true in the case of *Soul Reaver* – blood merely feeds the bodies they live in. According to Crystal Dynamics, the creation of a vampire occurs when you steal a soul to re-animate a corpse. This is what you must do in their game, *Soul Reaver*: steal souls and suck every last bit of life from the innocent, and blissfully ignorant.

Visually, *Soul Reaver* is already stunning, with high praise being heaped upon it. Even in this early 'demo' version you can see the graphical quality. Whether the whole game hangs together as well remains to be seen, but we'll be keeping you informed.

FLY LIKE THE WIND

If you're having trouble making certain jumps, there are a couple of alternatives to help you clear the distance. By holding L1 next to a particularly steep cliff, you can jump almost twice as high as normal and grab the steeper ledges to haul yourself up. Hitting jump again while in mid-air will cause your wings to open up, helping you to gently glide down to the floor below.



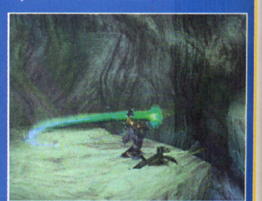
A demo of *Soul Reaver* is going to be bundled with *Unholy War*, Crystal Dynamics' latest release.

I'M A SOUL MAN!

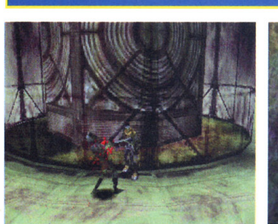
To release the souls of the enemy, you have to kill them first. This can be done in a number of ways, with some being a higher risk than others. You have your fists to batter people with, and you can impale enemies with your hands, then lift them above your head to drain away their life force. Arrows can be picked up and thrown at people from a distance, and you can stab or skewer people if you have the dart ready for a bit of close-range combat. Once the green soul has been freed, Raziel (your character) removes his mask to suck in the life force through the tiny tube he has for a neck! Cool.



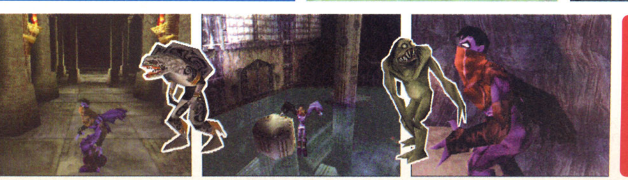
You can auto aim the dart if you like.



I know you got soul, brother.

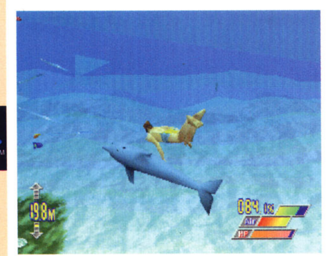






THE HEART AND SOUL

We are already drooling at the mouth waiting for this one. As soon as we get some preview code, we'll let you in on more of *Soul Reaver*'s dark secrets.





DIVING ADVENTURE | BY KONAMI | OUT JANUARY | 1 PLAYER



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Take a deep breath – you are about to discover an underwater world of aquatic creatures and sunken treasure.

DEEP BLUE

Some strange leisure pursuits have been transformed into games before, from ten-pin bowling to deer hunting. Most are offered as realistic simulations of the real thing and, to a certain degree, succeed. But how do you make an exciting game based around deep sea diving? Konami know, and *Deep Blue* is the proof, being one of the most original games we've seen for a long time. It mixes life or death situations with the wonder and beauty of underwater creatures and – best of all – sunken treasure. Put your wetsuit on, we're about to take the plunge.

WATER DIFFERENCE A DAY MAKES

You play a diver who has just arrived in a small coastal town. You team up with an old man who knows the local waters, and embark on a scheme to get rich quick. The press reports that the world's largest ocean liner sunk near this town, and she holds an impressive cargo. Before searching for the treasure, you must train, and earn money to buy equipment. You do this by salvaging antiques from the ocean floor.

There are many hazards like debris.



There are lots of places to explore under water, and you'll be better equipped as you progress.

Still pictures help move the story along.

CREATURES FROM THE BLACK LAGOON

At the start of the game, you are equipped with nothing. Flippers, wetsuits and oxygen tanks, and their benefits, will be available later. So for the first few dives into the deep blue, you'll have to hold your breath, and look for pockets of air in the underground caves. Caves aren't the only objects of interest down below. You can look at coral formations, plant life and, of course, hundreds of different creatures – not all of which are harmless.



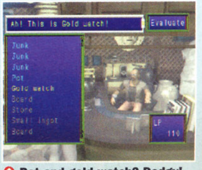
Explore wrecks and turtles.

GOLD WATCHES - TEN BOB EACH!

Apart from the sea life, there are other things to look for on the ocean floor, namely treasure. Discarded objects cannot be closely examined in the murky depths, so you'll have to take them to a local dealer to discover their true worth. What you thought was a rope underneath may become a gold watch on the surface, and is indeed far more valuable. By salvaging these objects, and running errands for people, you can earn money to buy equipment and fund your bigger dives.



That looks valuable. Get it!



Pot and gold watch? Dodgy!

COULD THIS BE UNDERWATER LOVE?

At this stage, *Deep Blue* shows a lot of promise. We can't wait to explore the finished game, which shouldn't be too far off.


Rian Hughes at Device.
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CHECKPOINT

This month's events and software releases at a glance. **November—Dec**

IN ASSOCIATION WITH electronics boutique

Show this page to your parents, other half, best mate or whoever, and subtly point out that it's Christmas soon.

Here's your simple step-by-step guide to saving money this Christmas. First, read Checkpoint to find a game you like. Next, go to EB with this copy of CVG. Then find the game you want, and take it to the counter.

Finally, cut out the coupon at the bottom of these pages and hand it to the assistant and marvel at how easily you just gained some extra cash. Fantastic!



THE BBC BIG BASH

26th-29th November
NEC Birmingham

All your favourite teeny bopper celebs gathered under one roof. Expect such delights as Billie, B*Witched, Jamie Theakston and possibly the greatest coup ever – The Chuckle Brothers! What more could you want from a weekend?

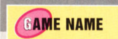
SONIC ADVENTURE LAUNCHED IN JAPAN!

17th December
Japan

The game that everyone is waiting for finally hits the shelves, only a week before Christmas. Advance orders are already going through the roof, and it's sure to be the game that will make Dreamcast a big Christmas hit in Japan.

SEP–OCT SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: RED These games are hot; BLUE These are not



GAME NAME	FORMAT
6th November 1998	
Blasto (Sony)	PlayStation
F-Zero X (THE Games)	Nintendo 64
Skull Caps (Ubi Soft)	PC CD-ROM
Megaman Legends (Virgin)	PlayStation
Sin (Activision)	PC CD-ROM
Railroad Tycoon 2 (Take 2)	PC CD-ROM
Megaman X4 (Virgin)	PlayStation
Knife Edge (THE Games)	Nintendo 64
Sim City 3000 (EA)	PC CD-ROM
Pocket Fighter (Virgin)	PlayStation
Small Soldiers (EA)	PlayStation
Turok 2 (Acclaim)	Nintendo 64
Test Drive 5 (EA)	PlayStation
13th November	
Apocalypse (Activision)	PlayStation
Colony Wars: Vengeance (Psygnosis)	PlayStation
Dungeon Keeper Gold (EA)	PC CD-ROM
Michael Owen's WLS '99 (Eidos)	PlayStation/ PC CD-ROM
Body Harvest (Gremlin)	Nintendo 64
Top Gun 2: Hornets Nest (Microprose)	PC CD-ROM
NBA '99 (EA)	PlayStation
Powerslide (GT)	PC CD-ROM
Small Soldiers (THQ)	Gameboy
Settlers 3 (Blue Byte)	PC CD-ROM
NFL Blitz (GT)	PlayStation/ Nintendo 64
Magic and Mayhem (Virgin)	PC CD-ROM
Oddworld: Abe's Exoddus (GT)	PlayStation
Earthseige 3 (Cendant)	PC CD-ROM
Moto Racer 2 (EA)	PC CD-ROM
Starshot (Infogrames)	Nintendo 64
Tonic Trouble (Ubi Soft)	Nintendo 64
Oddworld: Abe's Exoddus (GT)	PC CD-ROM
18th November	
TOCA 2: Touring Car (Codemasters)	PlayStation
Brian Lara Cricket (Codemasters)	PlayStation
20th November	
B-Movie (GT)	PlayStation
Max Power Racing (Infogrames)	PlayStation
KKND 2 (Infogrames)	PlayStation
Music (Codemasters)	PlayStation
Worms Armageddon (Microprose)	PC CD-ROM
NBA Live '99 (EA)	Nintendo 64
Heavy Gear 2 (Activision)	PC CD-ROM
PFA Soccer Manager (Eidos)	PlayStation
Populous 3 – The Beginning (EA)	PC CD-ROM
Psybadek (Psygnosis)	PlayStation
NHL '99 (EA)	Nintendo 64
Rival Schools (Virgin)	PlayStation
Tomb Raider 3 (Eidos)	PlayStation
Rogue Trip (GT)	PlayStation

GAME NAME	FORMAT
NBA Jam '99 (Acclaim)	Nintendo 64
VIVA Football (Virgin)	PlayStation
27th November	
Actua Soccer 3 (Gremlin)	PlayStation/ PC CD-ROM
FIFA '99 (EA)	PlayStation/ PC CD-ROM
Legend of Zelda: The Ocarina of Time (THE Games)	Nintendo 64
WCW vs NWO: Revenge (THQ)	Nintendo 64
Bugs and Lola (Infogrames)	Gameboy
Heretic 2 (Activision)	PC CD-ROM
Sylvester and Tweety (Infogrames)	Gameboy
Pool Shark (Gremlin)	PlayStation/ PC CD-ROM
TOCA 2: Touring Cars (Codemasters)	PC CD-ROM
Gex 64 (GT)	Nintendo 64
Streak (GT)	PlayStation
Gangsters: Organised Crime (Eidos)	PC CD-ROM
Tiny Tank: Up Your Arsenal (EA)	PlayStation
NASCAR '99 (EA)	Nintendo 64
Wargasm (Infogrames)	PC CD-ROM
30th November	
Wipeout 64 (Psygnosis)	Nintendo 64
November (no set release)	
Bust a Groove (Sony)	PlayStation
NBA Jam '99 (Acclaim)	Gameboy
Cool Boarders 3 (Sony)	PlayStation
All Star Tennis (Ubi Soft)	Nintendo 64
Colour Gameboy (THE Games)	Gameboy
Colour Tetris (THE Games)	Colour Gameboy
UBIK (Cryo)	PlayStation
Turok 2 (Acclaim)	Gameboy
Bust a Move 3 (Acclaim)	Nintendo 64
Wild Arms (Sony)	PlayStation
Pocket Tales Conker (THE Games)	Colour Gameboy
Quest for Camelot (THE Games)	Colour Gameboy
Game + Watch (THE Games)	Colour Gameboy
Harvest Moon (THE GAMES)	Colour Gameboy
Pocket Bomberman (THE Games)	Colour Gameboy
XG2 (Acclaim)	Nintendo 64/ PC CD-ROM
Rayman 2 (Ubi Soft)	Nintendo 64/ PC CD-ROM
Top Gear Racing (THE Games)	Nintendo 64
Star Wars' Yoda Stories (Acclaim)	Gameboy
4th December	
Asteriods (Activision)	PlayStation
S.C.A.R.S. (Ubi Soft)	Nintendo 64/ PC CD-ROM
Konockout Kings '99 (EA)	PlayStation
Test Drive 4x4 (EA)	PlayStation
Buck Bumble (Ubi Soft)	Nintendo 64
NBA Live '99 (EA)	PC CD-ROM
Tiger Woods '99 (EA)	PlayStation
Future Cop LAPD (EA)	PC CD-ROM
V-Rally (Infogrames)	Nintendo 64



GAME NAME	FORMAT
Thief: Dark Project (Eidos)	PC CD-ROM
11th December	
Sensible Soccer: Club Edition (GT)	PlayStation
December (no set release)	
3Sixty (Cryo)	PlayStation
Deathmatch South Park (Acclaim)	Nintendo 64

GAME NAME	
Brian Lara Cricket (Codemasters)	PC CD-ROM
South Park Austin Project (Acclaim)	Nintendo 64
Crash Bandicoot 3 (Sony)	PlayStation
Libero Grande (Sony)	PlayStation
Turok 2 (Acclaim)	PC CD-ROM
Star Wars: Rogue Squadron (THE Games)	Nintendo 6

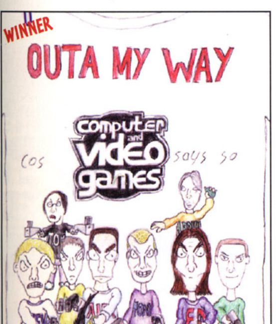
WINNERS! WINNERS!

F1 '98

Loads of entries for this F1 competition, which isn't surprising considering the ease of the task we set. Anyway, the three people who identified Ralf Schumacher and Damon Hill as the two drivers from Jordan were **John Carroll of Hampton, Jonathan Moody of Wallsend and Mr A Morgans of Gillingham**. You lucky people!

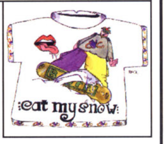
1080° SNOWBOARDING

There were some strange, weird and funky entries for our design a T-Shirt competition, and these are the three who can expect a copy of *1080°* to drop onto their letterbox soon. **Andrew Guglielmoni from Tonypandy** and his CVG Team T-Shirt, **Henry McCausland from Brighton** for his funky drawings and **Natalie Creighton of Co. Antrim** are those lucky three.



This is guaranteed to get Andrew Guglielmoni to the front of any queue, anywhere.





Cool 'pro-snow anti-drugs' design from Natalie Creighton.



Gamers Spirit, captured by Henry McCausland.

HALF LIFE

Again the PC owners show a lack of interest in Checkpoint competitions, as the number of entries is poor. Maybe that's unfair, as not many of you can afford PCs.

But we did manage to find three winners, and they were **Andrew Tranter of Hardwicke, Owain Griffiths from Cheshire** and **Gareth Bishop of Leighton Buzzard**. Well done.

WIN WITH electronics boutique

TOMB RAIDER 3

We couldn't afford **not** to give you the chance of winning this huge game now could we? And, seeing as the movie is up and coming, we thought we'd try and link the two together. So, we want you to draw a James Bond style Movie poster featuring something from all three games, even if it's Lara in a couple of different outfits. Lots of action is the key, so get cracking people. Send entries to **THE NAME IS CROFT, LARA CROFT** at the usual address.

ZELDA 64

Without a doubt this is going to be one of the biggest games this Christmas, and one which we think you should all own. So we want you to win a copy. And it couldn't be easier, as all you have to do is answer this simple question. What is the name of the land where Link's adventures take place? Answers on the back of a postcard please marked **A LINK TO THE FUTURE**! at the address at the bottom of this page. Thank you so much.

POPULOUS 3

The classic God simulation returns in what could be the best of the bunch, and you have to chance to play the Almighty One once again. But what if you really were God for a day? We want you to tell us the one thing you would change in the world. It can be anything you like but use your imagination. "Make me rich" entries will head for Mr Bin sharpish. Send your suggestions marked with this headline: **I AM THE GOD OF HELL FIRE!**

Send entries as soon as possible to:

**CHECKPOINT #205 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ.**

SPECIAL THANKS



Raise your glasses as we toast the people at EB for their fine work in sorting out the release list and competition prizes for these very pages. And a voucher too to save you a couple of extra pennies when you buy the games. Lovely.



EB are one of the fastest growing video game retailers in the country. They now have over 160 stores nationwide and that figure is always growing, which means there is even more opportunity for you to get the games you want. Become a member of EB and use their loyalty card scheme to get discounts and money off offers, and feel safe in the knowledge that their 10-day full refund policy will take back any unwanted titles. For more info, give them a bell on 0800 317778.





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FINAL FANTASY VIII

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- ★ DREAMCAST LAUNCH
- ★ METAL GEAR SOLID
- ★ RIDGE RACER 4
- ★ SILENT HILL
- ★ COOL BOARDERS 3
- ★ CASTLEVANIA 3D
- ★ CRASH BANDICOOT 3
- ★ THEME AQUARIUM

ISSUE No. 206 OUT DECEMBER 9TH



computer and video games

201 — The best Banjo Kazooie review... ever! Plus, previews of Final Fantasy 8, Metal Gear Solid, Turok 2, Perfect Dark. And more reviews of great games – including Colin McRae Rally and Commandos.



Interview with the team behind Tomb Raider 3. Plus, a look at the all-out mad-rush racer F-Zero X; the definitive Tekken 3 review; Metal Gear Solid; Wipeout 64; Ninja; and tons more!



Exhaustive coverage of Tekken 3, with moves lists for more of your favourite characters. Plus, Wipeout 64, Tomb Raider 3, C&C: Retaliation, and all the footy games that matter, including Fifa '99.



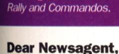
All the top football games, including an exclusive first look at one of the biggest-selling management sim series ever! Plus a dino-tastic preview of Turok 2, as well as hot news about Dreamcast and PS2.

DON'T BE AFRAID OF YOUR TELEPHONE!

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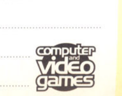
Dear Newsagent,
You don't know me, and I don't know you. But if you save me a copy of CVG this month, it might help break the ice. If you don't, I might have to break your head. Only joking. Thanks very much.

NAME ....

ADDRESS ....

....

SIGNED .... DATE ....







Leapin' lizards! Turok's back in the N64 sequel you've been waiting for. Big guns, big levels and bigger dinos await warrior braves!



When N64 owners were crying out for quality software, the original *Turok* arrived with a bang. As the first game was such a hit, developers Iguana knew they had to pull out all the stops to deliver a superior sequel with enough extras to satisfy demanding gamers. The good news is, *Turok 2* is the ultimate first person shooter you've been after... and so much more!



TIME TO TAKE A TRIP

Following the defeat of The Campaigner in the first game, Turok hurled the reassembled Chronosceptor into a volcano to destroy the device. However, what this cheeky Cherokee didn't know was that this act also unleashed an ancient evil in the form of The Primagen! To prevent this abomination from spreading its dark powers, Turok must defend the Lost World's seven energy poles, locate a number of keys to access the Primagen's prison and defeat this hideous monster once and for all.



Fans of the first game will be more than happy with *Turok 2*.



Right: The game's 3D engine is silky smooth.



Dino AI has been improved.



Yeehaw! It's barbecue time!

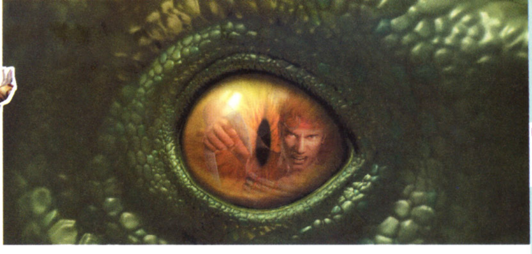
IGUANA VS RARE

Turok may have set the standard for great N64 corridor games, but there's no denying *Goldeneye*'s phenomenal success. In an effort to quash their talented competition, Iguana have pulled out all the stops to make *Turok 2* a "must-have" title. New features crammed into the game's monster 128MB cart include 2-4 player split-screen Death Matches, advanced real-time lighting, an enhanced 3D game engine, and sophisticated enemy AI. Of course, *Turok 2* still contains all the over-the-top weaponry, carnage and heart-stopping action you'd expect, but this time it's been taken to the limit!





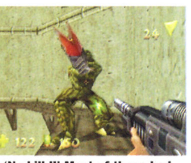
If Rare thought they'd already developed the ultimate first person shooter, they're gonna have to pull out all the stops with *Perfect Dark*.





Later stages look even more impressive... if you can get there.

'No kill I!' Most of these bad boys are pretty easy to kill.



As expected, Attention to detail is evident in every single level.



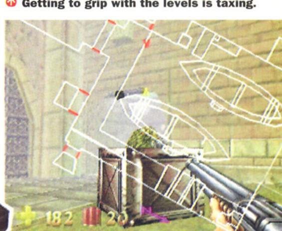
The Cerebral Bore: possibly the grossest weapon in *Turok 2*.

ANOTHER LEVEL

Turok 2's single-player game offers six massive levels to explore, with each stage containing many sub-sections. Players need to be extremely thorough in their travels in order to collect additional weapons, ammunition, health icons and other essential equipment. What's more, locked doors and portals may only be opened with the correct keys or energy cells to power them up. From the relatively easy task of competing The Port of Adia to the creature-packed Hive of the Mantids, *Turok 2* challenges even the most experienced players every step of the way!



Getting to grip with the levels is taxing.



The Left shoulder button brings up the map.

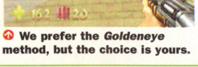
CHRONO-CONTROLS

Those of you used to playing *Goldeneye* may be worried about *Turok*'s unique control method. However, this needn't be a problem as Iguana have obviously listened to consumers' comments and included both options. So, if you're a fan of Turok's analogue stick weapon aiming, that method's still available. On the other hand, if *Goldeneye*'s handling is what you're used to, you're also in luck.



Both control methods are available to all players.

We prefer the *Goldeneye* method, but the choice is yours.



Use long range weapons to avoid bloody, drawn-out battles.



Take that you, you slimy blood-sucking er... insect things.

Locate the satchel charge to blow boxes.

Check out the cool lighting effects.

These gates act as save points.

Yep, over-the-top weapons are back.

CHILD SAFETY

Turok 2 isn't just about blasting dino ass y'know. During your explorations, you'll also discover innocent kids locked behind bars. Freeing them isn't essential, but who knows what extras this may unleash? Once you've located a cage, you need to find the correct switch or solve a particular puzzle in order to spring them. Good luck! Oh, and by the way, you can't shoot these little brats so don't even try. Damn.



Save the kids in each level to access... whoops! Better not mention that little gem yet.

FANGS FOR THE MEMORY

As we mentioned last issue, Acclaim plans to bundle Nintendo's new Jumper Pak with *Turok 2*. This nifty bit of hardware plugs into the N64's expansion port (located at the front of the machine in front of the cartridge slot) and boosts the machine's memory significantly. Playing the game with the Jumper Pak installed is definitely recommended as *Turok 2*'s visuals will now be displayed in glorious high-resolution!



It may not look impressive here, but the Jumper Pak makes a lot of difference.

BLOODY HELL!

Iguana have to be commended for their violent approach to *Turok 2*. All weapons inflict massive amounts of damage, spilling dinosaur blood and splattering the screen with the sticky stuff. But the fun doesn't end there. Firing the Cerebral Bore sends a projectile spiralling into the air which then drills into a hapless opponent's skull. You can then admire you're handy work as gallons of blood spurt out of your victim's noggin'!



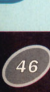
Blow off enemy limbs for a laugh.



The big guys in *Turok 2* bleed big time.



All weapons causes massive destruction.



WESLEY SNIPES

Turok 2's sniper feature isn't as impressive as *Goldeneye*'s, but it does let players take out opponents from a safe distance. This mode only works with two weapons, and is activated by tapping left on the d-pad to bring up a special sight. However, whereas *Goldeneye* blows players away with its stunning zoom feature, *Turok 2* warriors instead have the ability to still move and fire simultaneously.

Use the sniper mode for taking out the trash from a distance.



Remember the movie, *Krull*?



Enemies are tough to spot in later levels, such as the swamps.

METAZOIC MULTI-PLAYER MADNESS!

Without a doubt, *Turok 2*'s finest features are its multi-player modes. The two available options are Bloodlust (a standard 2-4 player all-out firefight) and Frag Tag. While the first option may be played in team, timed and frag limit modes, the second allows one player to be "it", complete with a target on his back, as the other players track them down. It's up to the hunted to avoid the hunters and reach a special checkpoint in one piece.

The Shredder is an excellent weapon for deathmatches because it's so easy to hit people with.

Two-player battles can get very frantic. These are a true test of *Turok 2* skill.

Four players can deathmatch at once. Black spaces denote lack of friends.

2ND OPINION

***Turok 2* has to be one of the best-looking Nintendo 64 games ever, even without the Jumper Pak. With it, however, the graphics are awesome – an amazing high resolution and smooth frame rate. The action is noticeably different from the first game, with less confused wandering around empty levels. My problem with the game is that the level design isn't really up to scratch. The original *Turok* had some convincing natural locations which, although fairly sparse, at least made sense. In *Turok 2* there are sections which don't feel 'real' at all – they're very deliberately set up, ruining the atmosphere slightly. Still, the weapons are cool, there's loads to do, and it's fun, fun, fun. *Turok*-ing!**

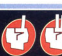
ED LOMAS

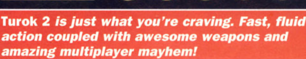
CVG OPINION

The original *Turok* was a great game, of that there's no doubt. However, it wasn't perfect by a long shot and the obvious lack of a multiplayer mode annoyed many players. So it's encouraging to see that Iguana have listened to criticism and taken their creation to the next logical stage by including as many incredible extras as they can cram into a 128MB cart. *Turok 2* offers something new at the turn of every corner. Whether it's lightning-fast monsters springing a surprise ambush on unsuspecting players, to nail-biting 4 player Death Matches, it's got the lot. If Iguana set out with the intention of creating a *Goldeneye*-beater, then they've certainly come close. *Turok 2* doesn't offer the multiplayer thrills and strict level structure of *Goldeneye*, but employing new technology (the forthcoming Jumper Pak) and upping the gore factor will entice many N64 owners itching for an all-out action title.

MATT YEO

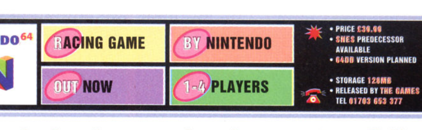
RATING

Turok 2 is just what you're craving. Fast, fluid action coupled with awesome weapons and amazing multiplayer mayhem!





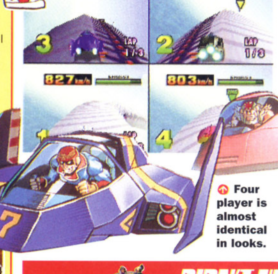
Trading looks for speed and gameplay, *F-Zero* is back. The game that inspired *Wipeout* returns to win a few crowns.



Eight years have passed between now and then. Between the appearance of a SNES game called *F-Zero*, and the latest of Nintendo's 64-bit revivals. This seems a long wait for what, in hindsight, has proved to be quite an influential little racer. After all, this is the game that bears more than a passing resemblance to Psygnosis' masterpiece, *Wipeout*, and spawned *Extreme-G* among others. But now it's back, and rightly so. With major injections in the size and speed department, *F-Zero X* has mutated into a heavyweight racer with a grudge. Buckle up!

SCHUMACHER WHO?

Hover cars race around huge tracks suspended over giant cities. Welcome to the future, this is *F-Zero X*. No weapons, just the drivers' skill and speed will see them to the finish line. Up to 30 cars line up on the starting grid, for a race set over three large laps. During the race, contenders will be eliminated, by being slammed against barriers, or worse – falling into the city far below. Finish in the top six, and you'll be awarded points. Gain enough and you'll win a trophy, and be rewarded with new vehicles and more circuits to race.



Four player is almost identical in looks.





With 30 cars, things can get very messy.

DIDN'T HE DO WELL?

There are six vehicles to choose from at the start of the game. The way to gain more is by winning trophies. You can enter the Jack, Queen or King races (or Easy, Intermediate and Hard), for a chance to win a trophy. Come first in these three Cups and you'll be able to compete in the tough Joker Cup. This is a real test, but the reward is something that will keep you occupied for quite a while. The final mode is called the X Cup, a random track generator that creates six new tracks every time you want to race it.







SMASH IT ALL UP!

The controls to make you race at incredible speeds are kept very simple. Accelerate, boost and brake are all you need to worry about. And you don't have to worry about the boost button too much as you can only use it a limited number of times. The lack of weapons means you have to use skill to play dirty against your opponents. You can do this by putting your ship into a spin attack, or by ramming into your opponents. But be careful, contact with other cars, and using the boost will deplete the energy bar in the corner of the screen. If this reaches zero at any point, you'll blow up.







One rock and roll too many takes its toll on your vehicle. Crash and burn!

A good time to nudge other drivers is when you're sailing through the air.







Be careful of energy when using boost.



FIGHT TO THE FINISH

The various Cup competitions aren't the only areas of play. There's also the hair-raising Death Race, where your aim is to be the sole survivor. All 30 vehicles are present in this destruction derby at top speeds, as you smash and crash your way to victory. There's no limit to the number of laps, but lots of ways to be eliminated. You can also set new fastest laps in the Time Attack mode. Rather than racing solely against one best time or ghost car, you can race against three. If you reach certain lap times, some of the programmers will even challenge you to beat their best times.



CVG OPINION

For spectators, *F-Zero X* can be a dull experience, which usually ends with them making derogatory comments about the game. But put the pad in their hands and tell them to play, and you'll get a much better response. Once you concentrate on your speeding car, the real game starts to take over. It's not about fancy graphics, effects or anything else – these things could slow the speed of the game. It's all about gameplay, and that's where *F-Zero X* shines. The tracks are memorable and challenging, and the computer drivers can put up a good fight. The four-player mode is good, and explains why the detail in the one-player game is kept to a minimum. If you've been disappointed by the lack of decent N64 racers, your long wait is over.

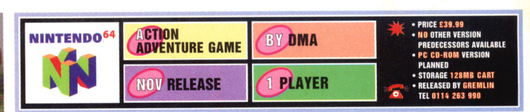
ALEX HUHTALA



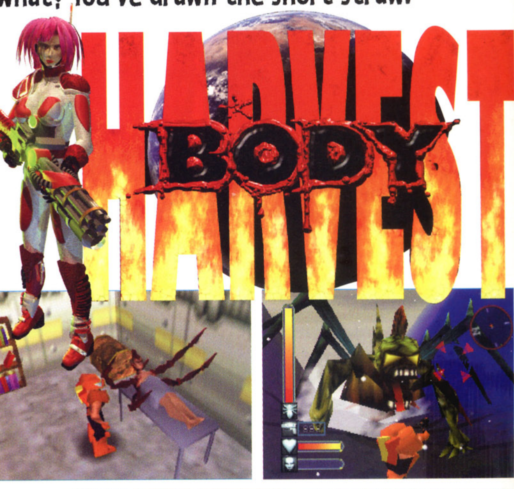
The best racer on the N64, with enough tracks, cars and modes to keep you occupied while you're stuck on Zelda.







Only one man can stop the world's population being gobbled up by alien freaks. Guess what? You've drawn the short straw.



It's the year 2016 and humankind is on the brink of extinction after 100 years of 'harvesting' by a massive alien fleet. The survivors, orbiting the planet on the Space Station Omega, devise a plan to send genetically-enhanced soldiers into the past using a prototype time travel device. But they've run out of time – the aliens are back, and they need you to go into Earth's history in order to safeguard its future. In each time zone you'll come across hordes of aliens in the process of harvesting genetic material from helpless humans, as well as massive generators which need to be destroyed. You start off with a simple pistol and no transport, so you've got quite a big task ahead.

BACK TO THE FUTURE

There are five time zones which need clearing out, starting with Greece in the year 1916 and ranging right up until the "present day" – on the face of an artificial comet spaceship in 2016! Each of these eras has a number of alien processors, giant boss creatures which need to be destroyed in order to save the world, and is surrounded by a translucent blue shield. Once the processor is destroyed a portal opens in the shield wall, giving access to the next area.

The action is a mix of shooting, driving (in the massive selection of vehicles around the stages) and RPG, with scattered survivors who'll set you various tasks and give clues to solving the various puzzles.

PUBLIC TRANSPORT

Walking around takes far too long so it's handy that there are cars, trucks, boats, planes and even hovercraft all over the place which you can jump into and use at any time. Not only do they provide you with a bit of protection from the aliens, but the majority also move a lot quicker than you would on foot, and some even come fitted with extra weapons. There are more than 60 different vehicles to use, but here are a few of our favourites.



You can fly all around the massive play area in the various aeroplanes.



Motorbikes are particularly good fun as they're fast and easy to ride.



A good old New Yawk taxi cab can outrun most of the alien scumbags.



Giant tanks like this are slow, but can give and take massive damage.



The hovercraft can go over just about any surface it comes across.

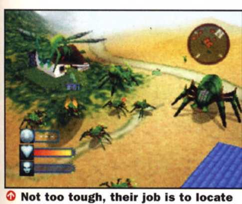


You can even ride this cable car to the top of a mountain in 1940s Java.

I'VE GOT A BRAND NEW BODY HARVESTER

The Body Harvest itself is carried out by legions of aliens, each of which has its own characteristics and objectives. They attack in groups, and harvest humans quickly, so you need to know which to take out first. Here's a guide to a few of the threats, but there are over 60 different types.

SCOUT



Not too tough, their job is to locate and mark buildings for the others.

GOLIATH



These destroy buildings to force the refugees outside, ready to be harvested.

HARVESTER



These secrete green blobs which collect and return humans for it to eat.

MANTASAUR



These defend the top-level aliens with their high-powered lasers. Very tough.

PROCESSOR



These giants protect the shield wall portals and control the alien attacks.

MUTANT ALERT!



If the aliens eat enough humans, they create a Mutant. Don't let this happen...

WHUP ET'S ASS

The weapons you get to use depend on the current time zone. You always have a standard pistol which never runs out of ammo, but it's not much use against the larger aliens. Machine guns, shotguns, and even high-powered lasers become available later on, plus you'll be able to get your hands on special weapons such as TNT, magical artifacts, and various extra weapons built into the vehicles.



Hoo boy! Just look at the size of this beast's weapon! Powerful vehicles such as this are normally used to get past big puzzle sections.



The tanks have rotating turrets so you can fire in one direction while travelling in another.



The fire engines don't have weapons. Instead they have water hoses which can be used to save burning villages.

CVG OPINION

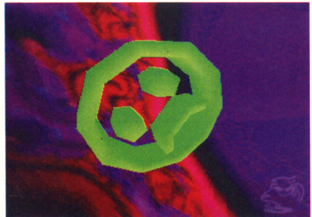
***Body Harvest* feels a lot like classic Nintendo games such as *Metroid*, with its massive playing area, clever design, and distinctive graphical style. Yes, the colours are hideous, but the basic-looking aliens have a great retro look. The levels are big, but well thought out to give a clear objective while still allowing for plenty of exploration and messing around. One of the main problems, however, is that there are occasions where the puzzles are very obscure. Logic won't necessarily get you through these sections – instead you must go through the level slowly, searching every single area for signposts and clues which can get boring. The other downer is that Adam is awkward to control. Small movements are tricky and even simply turning around is slow, making the indoor sections annoying (plus you can't play the pianos – a big letdown). *Body Harvest* also gets very tough later on so it's not for casual gamers. The more hardcore of you wishing there were more massive, challenging adventures like the 'good old days' will find *Body Harvest* a welcome breath of fresh air.**

ED LOMAS

RATING




A little rough around the edges, but there's a hell of a lot to Body Harvest. A fun, challenging hark back to the days of the classics...



MUSIC CREATOR	BY JESTER INTERACTIVE
NOV RELEASE	1 PLAYER

- PRICE £34.99
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Now you don't need a converted farmhouse and two million pounds to produce bangin' choons – just a PlayStation and Codemasters' latest creation.

MUSIC

The music in the charts today, eh? Pah! You could do better yourself, right? With *Music* you've got a chance to put your money where your mouth is, so to speak. With over 3000 instrument sounds incorporated into more than 750 pre-set riffs, absolutely anyone can piece together a tune in 30 minutes to rival even the mighty 2 Unlimited. But the surprising thing is that *Music* doesn't stop there – it lets you create fancy 3D videos to go with your musical genius, and has an extremely detailed editor which lets you create your own riffs and even mess around with every aspect of each sound. Come on, join the party!

IN THE STUDIO

It's simple to make a tune in *Music*. On the main screen you have 16 lines, each one representing a different track. Simply pick a riff from the bottom-right window and drop it in wherever you want it to play. There are loads of different riffs, including basslines, drumbeats, samples, vocals, sound effects, and instruments ranging from horn sections to rock guitar. The controls are simple, and allow you to copy and paste bits and pieces together until it's just right.



FINE TUNING

If you're feeling really clever, you can even edit the instrument sounds and create your own riffs. Each note can have its length, pitch, stereo position, reverb and just about everything else changed until it's exactly what you want. It takes time, but the results can be quite spectacular.



You can place the exact timing and pitch of each note in a riff.

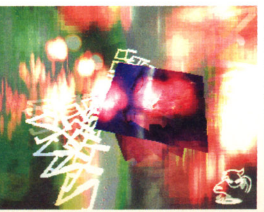
Various graphical borders are available. Here's the kickin' 'Dred Rocks' in progress.

THE CHART SHOW



In the bottom-left of the main screen is a display showing how your video accompaniment is coming along. A special Video version of the main track editor lets you time your backgrounds, models, camera angles and special effects perfectly with the music.





This is the video for DJ Dred Lomas's second single, Acidspaz.

The video editor works like the standard music one, with 16 tracks for separate special effects. Great things are possible.

CVG OPINION

This is a real surprise – even though it's simple to use, it's possible to create some very impressive tunes with *Music*. The interface is as basic as it could be (though the main window can be too small when creating epic tracks), and no musical talent whatsoever is required. The selection of riffs isn't that varied, but there are plenty of sounds waiting to be put into a cheesy rave anthem. Unfortunately, the majority of the vocal samples are horrible, and it's difficult to put them into a tune without it sounding bad. After a few dance tracks you'll want to do something a bit different with *Music*, which is where it gets tricky. Either you spend ages creating your own riffs and sounds then work them into something original, or you give up completely. But still, it's great fun for a group of people to create tunes to swap with one another. It's a complete music studio for £35 – bangin', man!

DJ DRED LOMAS





Now you can make chart-quality music in your living room! Might get a bit dull eventually, but a great alternative for the PlayStation.



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British Touring Car racing is some of the most exciting in the world, and it's finally been done justice by Codemasters!

TOCA 2 TOURING CARS™

The first *TOCA Touring Car* came out of nowhere at the end of last year and became the best-selling racing game of Christmas. Because of its popularity, *TOCA 2 Touring Cars* has a lot to live up to, but we reckon it more than does the job. Not only does it have an improved game engine and up-to-date rules and teams, but also has a whole selection of extra features – practically enough to be counted as a second game included on the CD! *TOCA 2* is the ultimate test of true driving skill and concentration, combined with a no holds barred, high-speed destruction derby. Find out if you've got what it takes!

COMPUTER CIRCUITRY

The main feature of *TOCA 2* is the official British Touring Car Championship, featuring races around eight of the country's finest race circuits – Thruxton, Silverstone, Donington, Brands Hatch, Oulton Park, Croft, Snetterton and Knockhill. Although they were featured in the original *TOCA*, they all look far better this time around, with more detail and less pop-up. Even the surface of each track is accurate, as tiny little bumps in places can cause a speeding car to lose control – just like the real thing.


The delightful Silverstone.


The dashing Brands Hatch.

Nasty weather at Knockhill.

Snetterton is a simple but fast track.

Bumper to bumper around speedy Croft.

SPEED GARAGE

All of the genuine BTCC teams from this season are featured with their new cars – the Honda Accord, Audi A4, Vauxhall Vectra, Volvo S40, Ford Mondeo, Nissan Primera, Peugeot 406 and Renault Laguna are all playable. Although the cars are all very close to one another in terms of power, subtle handling differences are noticeable if you try them all out.

The most exciting thing is that there are seven bonus vehicles. Two are available from the start – the Ford Fiesta and Van Diemen Formula Ford – and other beauties become available by doing well in the Support Car Championship.

FORD FIESTA



These handle just like the real thing! It's brilliant around tight corners, but is prone to skidding and tipping over at high speeds.

VAN DIEMEN FORMULA FORD



These drive like go-karts – only they travel at over 130mph! Even tiny little nudges will often make the cars flip right into the air.

LISTER STORM



A mean set of wheels which gets to ridiculous speeds very quickly. It's easy to lose the back end because it's so light.

TAKE TO THE STREETS


These wide city streets give you a chance to get the faster bonus cars up to top speeds.


This course sweeps through the German countryside, taking in some pleasant scenery.


Don't look too hard for monsters while racing round this Scottish loch – concentrate!

As well as the real-life BTCC courses, *TOCA 2* features a selection of made up tracks which can be earned by performing well in the various races. These tracks feature shortcuts and alternate routes, as well as some chances to get the cars up to some amazing speeds. Races on the bonus tracks don't feel a lot like the regular BTCC ones, and instead play more like arcade-style games such as *Daytona USA*. We don't want to give too much away about them yet, but here are a few shots to let you know what kind of thing you're in for.

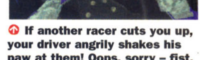
CHECKPOINT CHALLENGE!

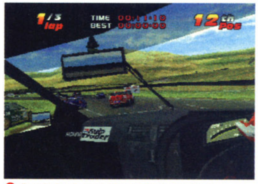
In case the BTCC and Support Car Championships are too serious for you, an arcade-style Challenge Mode has been incorporated. It's a series of quick two-lap races with time checkpoints at set intervals around the courses, meaning you can't afford to make a single mistake. Points are given for final race positions, and are saved in a high score table for all time!



SOMEONE IN MY HEAD...

Playing from the "helmet cam" is even better than it was in the first game. The cars have real working wing and rear-view mirrors which let you see behind you without having to switch to a different view. Pressing Down on the pad makes your driver look at the mirror, while the L2 and R2 buttons make him look out the left and right windows! It's cool to have a car fill your mirror, then vanish, only to show up when you look out the side window.


If another racer cuts you up, your driver angrily shakes his paw at them! Oops, sorry – fist.


Don't look out the side too often...


Use the mirror to block opponents.

AC SUPERBLOWER


A lovely open-top machine which has far more power than it does grip. They're very heavy to drive, but are so cool it doesn't matter!

GRINNALL SCORPION


This three-wheeler doesn't drive like anything else in the game, unsurprisingly. You've got to try it for yourself to see what we mean.

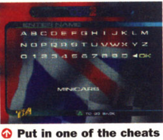
TVR SPEED 12


A turbo-powered monster of a car, the TVR is a dream to drive. You've got to hear the engine hum from the driver's seat!

JAGUAR XJ220


The glass-roofed XJ220 will get up to over 200mph in no time at all, so it takes nerves of steel to keep control for an entire race!

EXCLUSIVE CHEAT MODES FOR CVG READERS!



Put in one of the cheats here and choose OK, then enter your real name before starting the race.

All Codemasters games for the last few years have had a big selection of cool cheats hidden away, and *TOCA 2* is certainly no exception. As you play through the Championships you'll be rewarded for particularly good performances with a secret code. Because we're so cool, Codemasters have decided to give CVG readers three secret codes to play around with straight away! Simply enter these as your driver's name and you'll hear Tiff Needell say "Cheat mode enabled!", then you'll get the chance to enter your real name before starting the race.

You can even see the drivers bobbing around and steering inside all of the cars! They lean over to one side on fast corners.

MINICARS



Enter this to play the game from a *Micro Machines V3*-style overhead view! When you start, cycle through your views with the Triangle button and you'll find the extra one hidden away.

PADDED

The barriers around the edge of the circuits will make the cars bounce all over the place when they hit them! You can cause some totally insane pile-ups if you try hard enough!

LUNAR

This lowers the gravity in the game, meaning that you can get some incredible air from little jumps! The Formula Fords will backflip all over the place if they hit one another.

Horizontal split-screen is better while learning courses, but vertical is more practical.

DUEL EXHAUST

If you enter your name before a race, it shows up above your car when an opponent sees you ahead of them. You can only pitch two like cars against one another.

TOCA 2's multiplayer mode allows two people to battle it out in either one-on-one battles or full-on races with computer-controlled opponents. You can either use a single PlayStation with a horizontal or vertical split-screen, or even link two machines together for full-screen races. Although the graphics are noticeably slower than normal, two-player games are still good fun. And if you get bored of racing, just try to smash each other's cars up! Lucky PC owners can enjoy even bigger multiplayer games on a Local Area Network.

IT'S JUST A SCRATCH

Losing concentration for a split second will more than likely result in you piling into a barrier or competitor at high speed. *TOCA 2*'s cars all take damage from collisions, both in terms of performance and appearance. Bits of bodywork dent and fall off, windows crack, shatter, then break out completely, bumpers and bonnets come off and engines give off plumes of black smoke. Although it's possible to reduce your car's handling and speed by crashing, you can't trash it completely – you can always limp round to the pits and repair any damage.



Two XJ220s smashing into one another like this would cost tons of money to repair! Heh heh!



CVG OPINION

There isn't much to criticise about the original *TOCA Touring Car*, other than it looking a bit bland and not having enough options. *TOCA 2*'s graphics are a massive improvement, although they're still not anywhere near the quality of things like *Gran Turismo*. The smoother frame-rate really helps give a good impression of speed, and the extra trackside detail makes things look more realistic. The championship races are excitement all the way because they're so close from start to finish (being fired for not performing up to scratch can be frustrating though). Support Cars are a great addition and handle so differently to the touring cars it's like having a separate game to play! Also, the various championships and challenges are well worked out so that you're rewarded with bonuses for good play, making you want to learn how to drive every car and circuit perfectly. With the most accurate car handling yet, as well as such a massive selection of features, *TOCA 2* is a racing fan's dream.

ED LOMAS



On-the-edge racing which will test your driving to the max! Otherwise, take some priceless cars onto the track and smash them to bits!



An Adventure of Epic Proportions

Holy Magic Century

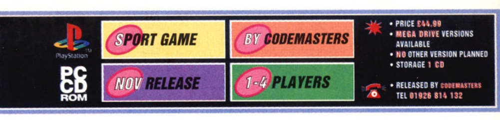


The First RPG EVER For The Nintendo 64

NINTENDO 64



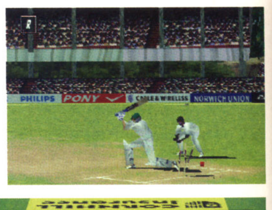




Stroke googlies through the covers, glance balls down fine leg and hit bouncers for six in Brian Lara's third video game innings.

BRIAN LARA CRICKET

It's strange that cricket isn't more popular considering it's so simple to understand. Two men go out onto the pitch and go in, while the other team of 11 try to get them out. The bowler bowls at the batsman, who hits the ball onto the off or leg sides, then runs to score 'runs'. If he hits the ball over the boundary of the pitch (called 'The Boundary') he doesn't have to run and gets four runs for free. If the ball hits a stump and the bails fall off (stump x three + bails = wickets) the batsman is out and goes back in. The batsman is out 'Leg Before Wicket' if the ball hits his leg before the wicket, but only if it's plum or turning from off – if it pitches outside leg it's safe, unless the batsman doesn't play a shot, in which case... um... everything stops for tea.





Close run-out decisions get a slow-motion video replay. He's given it!

Shane Warne's spin gives a catch chance.



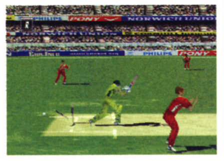


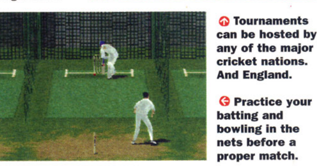
LEATHER ON WILLOW

Playing *Brian Lara Cricket* is a lot easier than it may at first seem. To bowl, set where you want the ball to bounce (or "pitch", to use the correct term) then press a button to choose the kind of delivery, whether it be a normal ball or something a bit special like a flipper, googly, slow ball, in-swinger or whatever, depending on the kind of bowler you're using. When batting, just hold a direction on the d-pad to select a shot, then press X to swing. Using Circle instead makes you hit a bit harder and attempt for a six, while Square plays a defensive shot and Triangle makes you duck out of the way. The key to batting is timing – play your shot too early or too late and you're in big trouble!









Tournaments can be hosted by any of the major cricket nations. And England.

Practice your batting and bowling in the nets before a proper match.



THE LIFE OF BRIAN

There are plenty of options in *Brian Lara Cricket*, enabling just about anyone to play. Game length can vary from a 10-over match right through to an entire summer's worth of Test Matches in a full series, touring round a country as you go. In Tests, a clock keeps track of the time – an important part, as everything stops for bad weather as well as tea and cucumber sandwiches. The Classic Matches are particularly good, as you must take over a genuine historic match at a critical point and see if you can pull off the same amazing cricketing feats as your real-life counterparts!



Even Ireland compete in the World Cup!

CVG OPINION

Being someone who can watch Test cricket non-stop for an entire five days, I'd expect to enjoy every cricket game ever made. Thing is, the only ones that have ever got the right balance of realism and entertainment are Codemasters' *Brian Lara* games. This is a dream come true for cricket fans, with loads of accurate models of famous grounds, real players, a decent commentary from Geoff Boycott and Jonathan Agnew, varying pitch conditions, loads of possible balls and shots, plus plenty of different play modes. Even non-cricket fans will enjoy slogging the ball about in a limited over match because it's so simple to play. The graphics are great, though the 3D models wobble about and occasionally look really freaky. Some great touches such as slow-motion replays for third umpire decisions and some cool little animations add to the realism. Essential for fans of the sport, and a cracking multi-player alternative to the myriad PlayStation football games.

ED LOMAS

RATING



The best cricket video game ever, and a whole load of fun for everyone. A bit fiddly in places, but still a real corker! It's a four all the way.

REVIEW



IT'S THE FUTURE!





www.game-online.com

At the end of this month, the world's most powerful games console will make its debut in Japan. The new Dreamcast system offers the most graphically intense videogames ever made. It offers more graphical and gaming power than the most advanced arcade games of the day. It has the potential to redefine what we should expect from videogames.

You'll be able to read about the latest Dreamcast developments here in CVG as well as on our website, Game Online (http://www.game-online.com), but in addition to that, CVG is offering you the chance to get exclusive Dreamcast information mailed to your door. Simply mail away the coupon below and you're in business!

NAME .... AGE ....

ADDRESS ....

....

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CONSOLES OWNED ....

WHAT WAS THE LAST GAME YOU BOUGHT? ....

WHERE DO YOU BUY YOUR GAMES FROM? ....

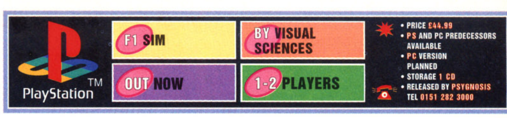
DO YOU HAVE INTERNET ACCESS ------------------------

WHAT OTHER MAGS DO YOU READ REGULARLY? ------------------------

READER OFFER







Psygnosis delve into their Formula One licence once again for the '98 incarnation. But this is one title that hasn't improved with age.



The first *Formula One* game was awesome, but it had loads of bugs – some real clangers in fact. *F1 '97* made up for that and, looking back, was probably better than the original.

So to take things one step further, Psygnosis hired a completely new programming team to try and get a new approach. They made a brand spanking new graphics engine, but in all honesty, this new look is nowhere near as impressive as the lavish visuals of '97.

The AI of the cars is a bit doolally too, as some vehicles spin on the start grid! Yes, it's sad, but it's true – unfortunately.



This is a good time for a scrap!



You can almost smell the rubber.

Split-screen race action!

THE FULL MONTY

It's worth pointing out that despite the obvious flaws in the game, *F1 '98* is still a fan's dream. It has all the tracks from the season re-created to adequate standards and all the official cars along with their relevant sponsors and manufacturers. The drivers are all correct up to the end of the season that's just finished, but Villeneuve is still not in, due to him having his own licence! Add to this a two-player mode – which is only link up unfortunately – and you do have an impressive selection of options.

Be careful when revving up the car at the start, as it's likely that the car will spin out of control.



A bit of a pile-up at Silverston has slowed Schumacher down. But the Comeback Kid ain't done yet!



F1 fans will love the game, as it's so faithful to reality.

CVG OPINION

What happened here then? Celebrated games-makers Psygnosis win the best F1 licence around, but then they go and undermine their success by releasing a sub-standard sequel to a sequel. There is no denying that it's a good game, but when you consider the high standards of the previous two, the slightly rushed feel this one has is quite dis-heartening. The realism is nowhere near as good as the other two either. For instance, when cars touch each other they spring across the track under some strange external force. And for some reason, the frame rate is worse as well. All in all, it's a major disappointment and proves that Psygnosis had it right with Bizarre Creations. Roll on *F1 '99*.

STEVE KEY







It doesn't look or play as well F1 '97 and is a disappointment. Hopefully, this will just be a blip in the impressive F1 licences from Psygnosis.

REVIEW





PlayStation / PC CD ROM	PLATFORM	BY ODDWORLD INHABITANTS
	OUT NOW	1-2 PLAYERS

- PRICE £44.99
- PLAYSTATION AND PC PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CD'S
- RELEASED BY GT INTERACTIVE TEL 0171 565 7300

Another great platform game to feature the kooky-cute character Abe, and stacks of mind-bending puzzles to solve.

ODDWORLD ABE'S EXODDUS™

About 12 months ago a new platform hero emerged. His name was Abe, and he had to save his race of fellow Mudokons. Now he's at it again in *Exoddus*, which continues where *Abe's Oddysee* left off, and the two games are very similar. You will meet the same enemies and have a similar objective, but you will notice that *Abe's Exoddus* is by far a better game, with better graphics and better playability. Can we interest you in some Mudokons?





WASSUP ABE?

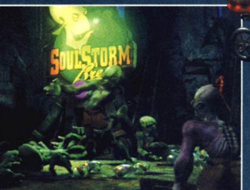
After freeing 99 fellow Mudokons in *Abe's Oddysee*, Abe is now celebrating. But, during the celebration, Abe gets a disturbing visit from old Mudokon spirits. The evil Glukkons are pillaging Necrum, the sacred Mudokon burial ground, and using Mudokon bones to make a special brew! Furthermore, they are using blind Mudokons to dig up their own ancestors' bones. Abe and fellow Mudokons have to stop them.

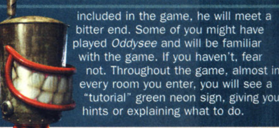




LET'S DO IT

The game starts with Abe and five other chosen Mudokons arriving at Necrum mines, but soon enough, Abe is left on his own. He has to save as many Mudokons as he possibly can. And he should try and save them all. Otherwise, as you can see from the ending sequences from *Oddysee* included in the game, he will meet a bitter end. Some of you might have played *Oddysee* and will be familiar with the game. If you haven't, fear not. Throughout the game, almost in every room you enter, you will see a "tutorial" green neon sign, giving you hints or explaining what to do.







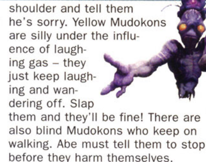
For new players, there's even a film telling you what happened in the last game.





TALKING HEADS

To save Mudokons, Abe says "hello" to each one and asks them to follow him to special portals which take them away. A new feature for this sequel is that Mudokons now have different feelings, and Abe must deal with them accordingly. You can tell how they're feeling by their colour. Red Mudokons are angry and Abe has to pat them on the shoulder and tell them he's sorry. Yellow Mudokons are silly under the influence of laughing gas – they just keep laughing and wandering off. Slap them and they'll be fine! There are also blind Mudokons who keep on walking. Abe must tell them to stop before they harm themselves.





The laughing gas means Abe will need to slap these mudokons to help them.



Sometimes it's best to say you're sorry, especially when you anger them.



The Mudokons will follow your every move, so be very careful.



Don't move! But how to get to the lever?



Many Mudokons hands make light work.





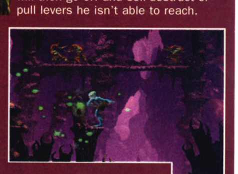
Sometimes, it all gets too much, and it's more fun to watch Abe explode instead.

IN CASE OF ATTACK...

Abe is a peaceful bloke, so is unarmed. This means he has to use cunning in order to get past the nasty Glukkons. Most of them like to sleep and Abe can easily sneak past them. He can also stand still in the shadows and the Sligs won't see him. The game is full of traps, like motion detectors and mines and Abe's moves have to be finely tuned to avoid being blown up into little pieces.

Occasionally Abe gets the chance to get back at Glukkons, using their own weapons against them. Later in the game, Abe learns spells which make him invisible for a short period of time or, even better, able to chant and possess enemies like Sligs (cyborg gunmen), or Slogs (dog-like creatures). These will then go off and self-destruct or pull levers he isn't able to reach.





Those eyes in the sky are deadly, especially when there are Sligs close by.

The athletic Abe will have to perfect his jumps to avoid creatures like Scrabs.

CVG OPINION

***Abe's Exoddus* is just like *Oddysee* – a brilliant platform game. There isn't much difference between the two games – Abe's moves, enemies, storyline are pretty much the same. However, there are subtle changes, and *Exoddus* looks and plays much better. People who have never played *Abe's Oddysee* can easily get into *Exoddus*. Those who like the first game will laugh at the new Mudokon characters' interaction, and other additions. Oddworld is definitely one of the most imaginative platform game worlds, and *Exoddus* is a fun game to play.**

ALEX HUHTALA

RATING









A brilliant platform game, with a puzzle to solve on every screen. It may be more of the same, but there's nothing else like it.



HIGH FIVE! HIGHEST CVG RECOMMENDATION

PC CD ROM

SAS SIMULATION | BY RED STORM | OUT NOW | 1-8+ PLAYERS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY TAKE 2 TEL 01753 854 444

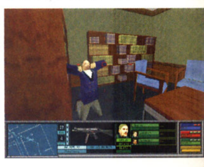
If you thought *Special Ops* was cool, prepare to be frozen solid by *Rainbow Six*. This game rocks beyond belief!

Tom Clancy's RAINBOW SIX

You want Alpha Team to head around the back of the embassy, and Bravo Team to charge in through the side door. With minimum sound and maximum force, you must take out the drug baron and free the embassy official who has been taken hostage. And the best bit is... one shot kills. A single slip-up, and you'll find yourself six feet under. Every room must be scouted out and every nook, cranny and ledge checked and cleared before you can move on. *Rainbow Six* is an incredibly in-depth game – you cannot simply go in all guns blazing. Tactics play an all-important part and have to be mastered if you want to make progress.



You can move into a sniper mode to shoot enemies from afar.



You have five seconds to comply.

WAYPOINT THE WAY

At the start of every mission, you're given the plan of attack, targets and hostages. You can kit your men up in whatever uniform you like, and give them a choice of weapons, grenades, bombs and clips. The key to success is planning waypoints so that you can give the troops a set path to work along and define tactics. For the first few missions, you can get the computer to plan for you. But the further you get, the more responsibility you have. It's best to run through the missions before you decide where to direct your men, because you'll know where the enemy hotspots are.



Once your men reach their set starting point, they won't continue without your 'go' code.

REQUEST BACK-UP!

There are two views you can use when playing. The first-person view is best for getting the feeling of tension and atmosphere. But for sections that require tricky manoeuvres, you can zoom out to a third-person view. Depending on the gun you have armed, you can also use a sniper mode to pick off opponents from distance. Small handguns only have a short sniper view, whereas machine guns have a much longer range. You also have nightvision goggles which can be activated at any time, and the awesome heartbeat sensor which will tell you of any living people in the area!

If you shoot the weapon out of the enemies' hands, they'll drop to there knees and surrender!



CVG OPINION

Rainbow Six **is one of the best games I've ever played. The tension you feel while playing is almost unbearable. Sneaking slowly around a corner, only to find a guy aiming to blow your brains out – as another of your troops is felled – is panic-inducing. The graphics are impressive too. Your troops can be distinguished by their eyes alone, and if you look at people who are standing still, you can even see them breathe. And with 17 levels, each of which gets significantly more difficult, it'll be a while before you finish the game properly. Add to that the multiplayer mode, and you're looking at a fantastic complete package. No wonder Tom Clancy, writer of many Hollywood blockbusters, got involved. Absolutely awesome!**

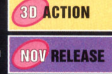
STEVE KEY



One of the most addictive, compelling and tense games ever to grace the PC. The only way to describe this is AWESOME!







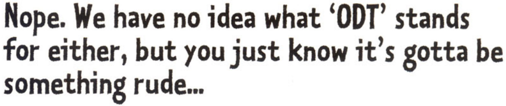


3D ACTION | BY PSYGNOSIS | NOV RELEASE | 1 PLAYER

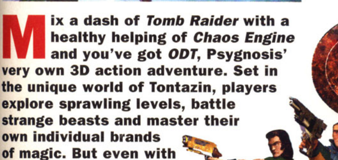
- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY PSYGNOSIS TEL 0151 282 3000

Nope. We have no idea what 'ODT' stands for either, but you just know it's gotta be something rude...

O.D.T



Mix a dash of *Tomb Raider* with a healthy helping of *Chaos Engine* and you've got *ODT*, Psygnosis' very own 3D action adventure. Set in the unique world of Tontazin, players explore sprawling levels, battle strange beasts and master their own individual brands of magic. But even with four playable characters, head-scratching puzzles and bucket-loads of combat, has *ODT* got what it takes to beat Lara at her own game?









NOW THAT'S MAGIC

Each character has his (and her) own specialised abilities, weapons and powers to use and these may also be upgraded over time. Mastering all these skills is the key to successfully beating each stage and avoiding a right good pasting. What's more, some characters are actually more suited to handling specific situations than others. Picking the right face for the right job is essential.



Select healing spells and special attacks.





Hit 'em with magic attacks and drain them of energy. Power-ups are often left behind.







YOU'RE ALL MOUTH



Don't be shy now. Chat to folk in each level to find out vital clues.

At key points in each level, there are characters you have to talk to. These folks will give you clues and mission guidelines to accomplish.These range from locating objects to defeating bosses. Some of these friendly faces even give you useful items and power-ups.

CVG OPINION

While it was always inevitable that the *Tomb Raider* series would inspire similar titles, no developer has yet managed to capture the feel and gameplay of Core's large-chested champion. *Fifth Element* was a mere clone, *Nightmare Creatures* was a mess and *ODT* simply tries too hard to be too many things at once. It's a 3D platformer, it's an RPG, it's a shooting game... it's gonna confuse a lot of people. Not that Psygnosis have failed to deliver an interesting title, it's just that we've seen it all before and it's usually been a lot better. On the plus side, multiple characters and massive levels do provide a real challenge, but even these positive points are swept aside by glitchy graphics, an annoying virtual camera angle and enemies who seem to be able to attack you even when you can't see them.

MATT YEO

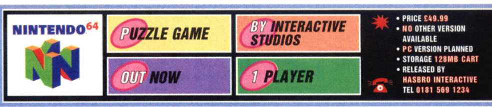
RATING






It's no Tomb Raider, but it's no disaster either. Unfortunately, repetitive and unoriginal gameplay holds ODT back from being a real hit.





For the first time in a game, you get the chance to control a glove! *Marble Madness* meets *Kula World* – but with a mitt!



Glover

Here's the deal. A wizard chucks the wrong potions into a broth he's concocting. As he staggers back from the resulting explosions, he inadvertently falls down a big hole in his lab. But just before he does, the magic gloves he's wearing fly off.

One falls though the window – this is Glover, the character you go on to control. The other falls into the strange mixture – he appears from the cauldron a changed glove, and is now an evil mitt called Cross Stitched.

Then all the crystals decorating the castle fall off and Glover changes them all into balls to prevent them from smashing. But they roll away, and so you have to find them all and bring them back.



It's got a lava level, an ice stage and even a desert stage for you to explore.





COOL HAND LUKE

Your first task in each level is to locate the ball, which is obscured from your view initially, but is usually only tucked behind a wall close by. If you hold down the B button, the glove will point to the ball's location just for added help. Once you've found the ball, walking up to it will cause the hand to grip the ball, then you can roll it along. Once the ball is under your control, you can throw it to higher levels, bounce it to take both yourself and the ball up a ledge, slap it or lob it a higher but shorter distance. Remember, you cannot finish the stage without the ball in your control so don't go tearing off.



The monkeys will steal and play with the ball if you're too slow.



Use the bounce to get some height up, and then use your added power to leap the wider or higher ledges. Cool.



GREATBALLS OF FIRE

Glover is by no means useless without the ball, and in certain sections you have to ditch your spherical friend and explore parts of stages without him. If you find yourself stuck at a point, try using the cart-wheel to sneak through small crevices, or try smashing some crates with the fist slam. This move will also let you activate the non-ball switches and kill enemies.









The enemy is dazed so now you need to fist-slam him!

CVG OPINION

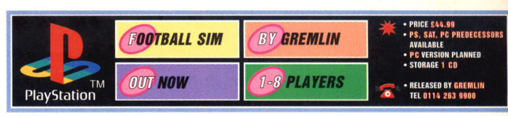
It's certainly a weird idea for a game and an original one, which is a rarity these days. Controlling a magical glove and a ball, and guiding it around mazes may well draw a few comparisons to games like *Marble Madness*. But ultimately, it proves too repetitive and too frustrating to be really special. As it is, it's an entertaining game in short bursts. But the tenth time the ball rolls off the edge of the level and it goes back to the bottom of a set of stairs, you just want to switch it off. And I wasn't the only person to say that. It looks very nice, almost identical to *Mario* in fact, and there are some cool ideas in here too. The whole concept of the game is a good one, but some parts can become too frustrating for casual gamesplayers.

STEVE KEY



An original idea and one that works well. Fun to play in small doses, but those looking for long-term appeal may find it frustrating.

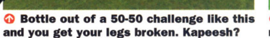




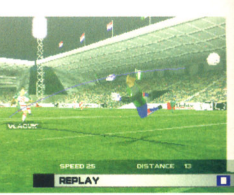
Actua 2 was a big improvement over the original and with Gremlin flying high at the moment, *Actua Soccer 3* needs to deliver.

actua SOCCER 3

When Gremlin released their much-anticipated *Actua Soccer 2* back in November '97, the face of their game, Alan Shearer had just obtained a serious ankle injury in a pre-season friendly. As a result, he wasn't fit enough to even do the motion capture. The ironic thing is that they got in an unknown striker from Liverpool to do the animation for them – one Michael Owen. Now Owen is the potential spoiler waiting in the wings with Eidos and *World League Soccer*. But what has this latest version of *Actua* got to offer over the previous two? Well, ladies and gentlemen, that's exactly what we're here to tell you.



Bottle out of a 50-50 challenge like this and you get your legs broken. Kapeesh?



Even in the mist and fog, Vlaovic still manages to slot that away nicely.

PUT ON YOUR SHOOTING BOOTS

Those of you having a little trouble finding the net may want to have a quick peek at this goal that we have found most reliable for getting those crucial goals. Basically, you need to work the ball to your winger, or have one of the strikers dribble the ball out wide. Run until you're about level with the penalty spot, and you should see the other striker unmarked in the box. Hit triangle once (don't hold it down) and the player will whip a low cross into his path, where an empty net awaits.



If you look closely, you can see Ronaldo and Bebeto waiting.



The pace of the ball beats the goalie, but he still saves the shot.



However, Ronaldo is on hand to tuck in the rebound. 1-0.



Ortega fires the Argies into a 2-0 lead. You don't miss those.

You're supposed to get the whole team to do it, fool.

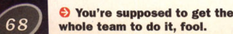
IT'S A MAN'S GAME!

The weather changes in *Actua 3* have a very dramatic effect on the way the game plays. All sorts of variants are utilised and most of the time these are completely random selections. The teams you are playing against also helps the computer to make a decision. If you draw an away game against Ukraine for instance, the chances of getting a snowy game are very high, whereas English teams will usually be playing in the rain. The pitch is affected by these conditions too. During the rainy games, the ground will cut up a lot more and the ball will hold up in the mud. The pace of the players becomes slower too, as they trudge through the puddles.





The ball is orange in the snow.





LOMAS PLAYS A ONE-TWO

We touched on it briefly last month, but now the Player Editor section has been completely finished and you have the chance to make up your own teams. First you need to change the team name, kit and playing styles. Then start editing the players. You're given £150 million to customise players in six categories: control, passing, shooting, speed, tackling and heading. Each time you increase the bar for a particular skill, the players cash rating improves and your total comes down. You have to be realistic with the stats, as it's impossible to make an unbeatable dream team. You can import players from other clubs, with the best players obviously costing a fair old wedge. Height and weight will affect the physical appearance of players with the "big boned" midfielders appearing chunky and slow, with the smaller, skinny players being very nippy on their feet.

Team CVG in all its glory. Whether Hunter can come up with the goals remains to be seen.

This was the closest head in the game that vaguely matched Ed Lomas's flowing locks.

Not only are we a top team, but we also cut it in the looks department with our swanky kit.

Man-to-man marking in a standard 4-4-2 attacking formation should do the trick.

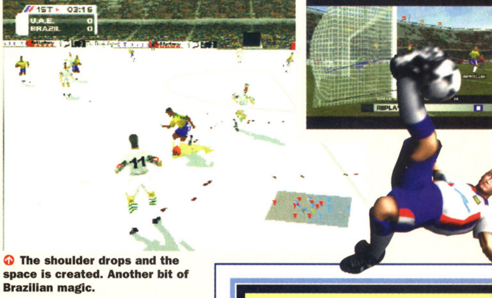
Oh dear. In our first match Abdul's infamous temper gets the better of him. Yellow card sir.

Any really dodgy tackles are rewarded with a replay of the offence...

... this is usually followed by a picture of the injured player hobbling off. Ha ha.

A DROP OF THE SHOULDER

The programmers have added a couple of new moves to the game, giving the player a greater range of skills to try and beat the last defender. Hitting R2 will now cause the player to drop his shoulder to try and sell the defender into making a tackle. Holding L1 or R1 will also bring up a second arrow on your control icon at the player's feet, and passing will switch the play in the direction of this arrow. These crossfield balls and reverse passes now mean that defences can be pulled all over the place, creating more chances. Another cool little trick is that in the training mode, R2 will call up a fake wall to let you practice some Beckham stye free kicks!



The shoulder drops and the space is created. Another bit of Brazilian magic.

A shoulder feint can also help you avoid sliding tackles.



Goal kicks show the entire pitch.

CVG OPINION

The *Actua Soccer* games have always been good, but never had the complete feel to them to take them into the classic league. This third version comes close, and is certainly the best of the three. It's an immensely playable game and is a lot easier to pick up than the second game.

The controls aren't too complicated, but still have enough diversity to make for an intricate game. But there are a few flaws which let the game down. For a start, you hardly ever need to head the ball. Huge punts upfield always bounce unchallenged in the middle of the pitch. And the AI on some of the players isn't up to scratch. When you're running with the ball, you expect teammates to overlap on the wings, but you have to wait an age for them to get there, which often leads to you losing possession.

But, *Actua 3* is a very impressive title that has loads of options and gameplay features to keep fans occupied for months to come. Excellent.

STEVE KEY



Another step forward for the Actua Soccer series. Good fun to play, loads to uncover and still the best commentary around.

SAINT & KEYSIE

Football tips from CVG's footy experts!



The mad managerial merry-go-round has started and we're not even at Christmas. Georgie Graham and his Magic Hat has jumped the sturdy SS Leeds and gone to Tottenham Titanic. At the time of writing, Martin O'Neill has done the dirty deed by committing himself to Leicester and it's only a matter of time before Glenn Hoddle gets a vegetable or a piece of fruit superimposed onto his forehead. Stuck to video game football management fellas. It's a lot safer, and better for the fruit and veg industry.



"Nationwide League, dead ahead Captain!"

MICHAEL OWEN'S
WLS '99 – FIRST PLAYTEST

Just as we were planning to put Saint and Keysie to bed this month, a previewable copy of *WLS '99* dropped into our laps! Seeing as the only other version we've played so far was a two-team demo, to show off the engine more than anything, we thought it's about time you lot got to read how it plays. Bearing in mind it's still only a preview version of the game, here's what we think.

For starters, the control method has changed now so that it's slightly easier to pick up and play, and yet has all the moves and tricks for the people that want more control over the game. Double Tapping X still does the one-two passes and the shoot and chest buttons are still the same. But holding R1 will open up a new range of new moves. For example, R1 combined with any direction and triangle will cause the player to perform a little trick on the ball. Whether it's dragging it to one side, or rolling both feet over it, the tricks will pull you a couple of yards away from oncoming defenders.

SCRATCH

The look of the game has been improved as it's now a higher resolution, but animation on the players hasn't been brought up to scratch yet. Heading the ball is a lot more reliant on you to get the timing right, which is strange but does show off your skills as a gamesplayer a lot more.

But until you've mastered the timing, you'll be sailing underneath every ball that comes your way. Tackling is still a bit frustrating, as it was in the predecessor, because the players appear to fall down on the spot they are standing on, rather than move towards the player. Scoring is not as immediately difficult as it was before which is a also a good thing, because at the end of the day that is the aim of the game.

Overall, this version is still far from complete, and has a few niggling problems, as we've mentioned. It'll be interesting to see if the animation changes for the finished version and if tackling becomes easier. Whatever happens, CVG will have our full, honest review next month.



What about that for a bullet finish!











The players look a lot more solid than before but some animation is still missing.

THE VOTE OF CONFIDENCE

Matthew Malleet (If that's wrong, sorry) has sent us in some top-notch tips for *USM* on the PC. We'll sort out some prizes for you, Matt! Check out these good formations which will nearly always lead to goals, or so he says anyway. The numbers we talk about refer to the player numbers, so 9 and 10 are the strikers for example.

SHOOT
PASS
MOVE
DRIBBLE
WAIT

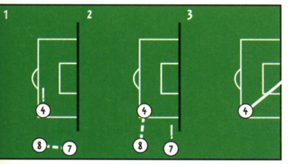
From the Kick-Off:

First set it so that 10 passes the ball to 9 from the kick-off. Then get 9 to dribble the ball to just outside the top right hand corner of the box, where his final action should be to whack the ball across the goal and into the far corner.



From a Corner:

Number 7 should be taking the corner and he plays a short kick to 8. He then knocks a short ball into the box to 4, who is hovering by the edge of the six yard box, level with the penalty spot. Number 4 then shoots at the near post and notches for your team.



Free Players!

And here's a tip to get loads of money and free players which, if slightly adapted, will work on most football management games. Follow this step-by-step guide.

Select as many human players as you want, but for this example we'll use two.

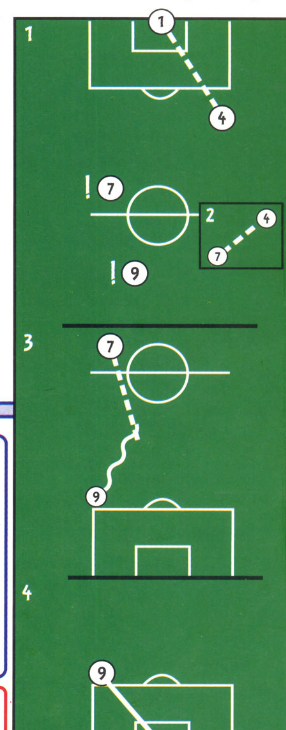
Pick one human team as someone low down, say Brighton, and another as Inter Milan or other giants of the game.

When it's Inter's turn, offer to buy one of the players from Brighton and, because this is also a human controlled team, you get to decide his value. Set your asking price at £20,000,000. When the offer comes back to Inter, accept this price and in his contract offer the player £100,000 for every game he plays and stick in Ronaldo too, so the deal is a player-plus-cash swap.

When it comes back to Brighton's turn, accept the offer and you have not only £20mil in the bank, but the Brazilian wonder striker playing at the Goldstone Ground! Cool.

From a Goal Kick:

From the kick, the 'keeper plays a short pass to 4 who is about 35 yards out. Number 7 should be positioned just inside your half to the left of the centre circle and number 9 almost on the edge of the opposition's penalty box. Number 4 should be told to pass to 7 and he'll pass to 9. He should dribble to the far left corner of the 18-yard box, where he shoots into the net for yet another goal.



Games League

The big three are out in a couple of weeks, so expect to see a radical change in next months chart. This month *ISS* pro holds strong again with our readers but World Cup '98 moves up a

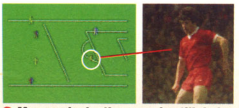
Pos.	Title	Format	Price	Rating
1	ISS Pro '98	PS	£44.99	5/5
2	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
3	FA Premier League Manager '99	PC	£34.99	N/A
4	Premier Manager '98	PS	£44.99	5/5
5	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5
6	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
7	Road to World Cup	PS, N64, PC	£44.99, £64.99, £34.99	2/5
8	Championship Manager '97-98	PC	£29.99	N/A
9	ISS '98	N64	£39.99	3/5
10	Worldwide Soccer '97	SAT	£34.99	N/A

SPOT THE BALL!

Eagle eyes at the ready as CVG's Football is stashed away somewhere in the mag (but not in Saint and Keysie) and locating our spherical wonder could result in some goodies for you. The winner from issue #203 is **Daniel Conliffe** of **Ashton-in-Makefield, Wigan.** The ball was on 59, covering the CVG logo in the top right corner of the review. Mark this months entries to **Spot the Ball #205**.

FACE THE FACTS

Check out the 1982 Intellivision *Soccer* game with a Kevin Keegan from the same era.



Man or pixel – the perm is still dodgy.

All compo entries, tips and general football blab should be sent to this address:

SAINT AND KEYSIE #205
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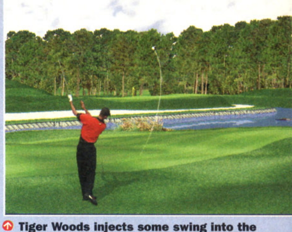

PC CD ROM

TIGER WOODS '99

Tiger Woods may be the big man on the green at the moment, but there's no getting away from the fact that golf is a really, really dull sport. C'mon... tartan trousers, slip-on shoes and Bruce Forsythe... that's what golf is all about! Even Chris Evans, presenter of *TFI Friday*, tried and failed to make the act of searching for a tiny ball in huge, green spaces seem interesting in his golfing TV show. Having said that, golfing sims are usually among the most realistic and well-received sporting titles, managing to capture the relaxing feel of the game, even with basic visuals. Not that *Tiger Woods '99* lacks believability, with its realtime 3D accelerated graphics and motion-captured players, EA's offering delivers a mighty fine package indeed. Chuck in the option to challenge players across the internet for a true competitive edge and this slick swinger is a real treat. **MATT YEO**

GOLFING GAME
OUT NOW
BY EA
1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442



Tiger Woods injects some swing into the golfing games market with this fine little title.

PC CD ROM



NEED FOR SPEED 3

With so many high-quality racing games doing the rounds these days, it's often tough to spot the gold amongst all the you-know-what. *Need for Speed 3* falls into that grey middle ground of games, lacking *Gran Turismo's* perfect road-handling or *Colin McRae Rally's* sheer playability. Nevertheless, the game does live up to its name by providing players with a wealth of lightning-fast dream machines to race. It also provides you with the option of downloading even more vehicles from EA's own website. The PC version actually nips ahead of its PlayStation counterpart in terms of graphics, with subtle weather and wearing effects really shining through.
The chance to play chicken against the police is also well worth a mention, as players dodge radar traps and high-speed cop pursuits. **MATT YEO**



RACING GAME
OUT NOW
BY EA
1-2 PLAYERS



- PRICE £39.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442



Better graphics for the PC make playing chicken against the fuzz more fun in *Need for Speed 3.*







NASCAR '99

Another year goes by and another set of sports updates from EA arrive in the office. First out of the bag this month is *NASCAR '99*, the officially licensed racing title that features high-octane tarmac-tearing with EA Sports' trademark realism. Twelve months on and very little has changed as far as the gameplay goes, but there are a handful of extras to tinker with, ranging from seven all-new tracks to current US team stats. Presentation has always been EA's strong point and *NASCAR '99* is no exception. Spot-on in-game commentary from ESPN faces as well as multiple gameplay modes are welcome additions, while high-res cars and detailed tracks give the graphics a solid enough feel. Unfortunately, pit this puppy against the likes of *Gran Turismo* and *TOCA* and *NASCAR '99* fails to even get off the starting grid. **MATT YEO**

RACING GAME
OUT NOW
BY EA
1-2 PLAYERS



- PRICE £39.99
- N64 VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442



Yet another update of NASCAR that fails to give the top driving games a run for their money.

PC CD ROM






NBA LIVE '99

And the EA sports onslaught continues with the best of the bunch, the annual update to the game that – unbelievably – made stars out of the Harlem Globe Trotters. Yep, it's *NBA Live '99*. Keeping America's No.1 sport up-to-date, this latest addition to the series basically features more of the same. More realism, more courts, more moves... more chances to prove if you got game! Mastering *NBA Live '99*'s new moves proves to be the real appeal for fans of the last title, with some spectacular dunks and smoothly animated character animation giving the game real depth. As with previous basketball outings, tackling the CPU to championship matches offers no lasting challenge, but rope in a mate for some one-on-one action and you've got a game with true longevity. A worthy successor to *NBA Live '98* in every way. **MATT YEO**

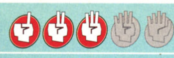
BASKETBALL GAME
OUT NOW
BY EA
1-8 PLAYERS

- PRICE £39.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442



The CPU is easy to score against, even when you're surrounded by two players in this way.

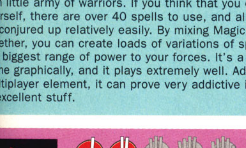




MAGIC AND MAYHEM

The first thing you may want to know about the little-known game *Magic and Mayhem* is that it's programmed by the same bunch of people that bought you the PC strategy game, *X-Com*. The second thing is that it's also an excellent strategy-cum-action game. With your wizard in tow, it's your job to gain control of power sources and use them to create your own little army of warriors. If you think that you could do better yourself, there are over 40 spells to use, and all of them can be conjured up relatively easily. By mixing Magic Elements together, you can create loads of variations of spells to give the biggest range of power to your forces. It's a nice enough game graphically, and it plays extremely well. Add to that the multiplayer element, it can prove very addictive indeed. This is excellent stuff.

STEVE KEY



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- BY MYTHOS GAMES
- 1-4+ PLAYERS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255

Beautiful imagery and brilliant gameplay in this little-known strategy-cum-action game.



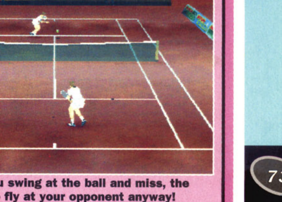
ACTUA TENNIS

This may have been released out of season, but that doesn't appear to have prevented Gremlin from trying to knock out a half-decent tennis sim. The results? Well, we've definitely played better, but *Actua Tennis* certainly tries to live up to the game's fast-paced reputation. Motion-captured players, detailed 3D courts and multi-player features are enjoyable enough and the game even manages to grab your attention for a few hours at a time. But gripes are plenty and it's only when you recall the likes of the classic SNES game *Super Tennis* that you realise just what a great game *Actua Tennis* could have been. The reassuring tones of commentators Barry Davies and Sue Barker do take you back to those lazy summer afternoons watching washed-out Wimbledon matches, but the real magic just ain't there.

MATT YEO

- TENNIS GAME
- OUT NOW
- BY DMA DESIGN
- 1 PLAYER

- PRICE £19.99
- PC-CD ROM VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GREMLIN
- TEL 01142 639 900



Even if you swing at the ball and miss, the ball seems to fly at your opponent anyway!





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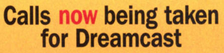
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Supa
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HP:
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Anyone who enjoys *Final Fantasy*, *Zelda*, or even the card game *Magic: The Gathering*, will go for this in a big way.



POKÉMON

Forget the hype, just look at what this game will offer you, hopefully not long after Christmas. *PokÉmon*, otherwise known as *Pocket Monster*, is primarily a Battle RPG – a role playing adventure with lots of fighting involved. The adventure casts you as a boy, setting out in the world to capture 150 Pocket Monsters. It's a test of skill set by your mentor, Professor Oak. To help you the Prof gives you one monster for free at the start of your adventure. You are now an officially registered PokÉmon Trainer!





I PUT MY HEAD IN ITS MOUTH

Everything hots up big time when you encounter one of the other PokÉmon Trainers. Trainers are likely to have at least two PokÉmon they wish to nail you with. You can't trap a rival Trainer's PokÉmon – it's just a battle to the death (actually PokÉmon don't "die", they "faint"). To be sure of your skills, however, you need to defeat the eight PokÉmon Leaders. These guys own Gyms in all the major towns. If you trash their students, and ultimately defeat the PokÉmon Leaders, your awards are special abilities, enabling you to catch rarer PokÉmon!

BIRD KEEPER wants to fight!

This guy only has one PokÉmon. Hah!

DODRIO :L34
Zzz.. :L22
67/ 67
Enemy DODRIO used DRILL PECK!

Yikes! But his Dodrio is pretty mean!

REAL-LIFE RIVALS

Biggest, and best, thing about *PokÉmon* is that you can battle against, or trade with, another player by linking Game Boys. In a battle you choose your best monsters to humiliate the other guy. In a trade, you get to browse each other's PokÉmon, decide which one you'd like to blag, and if the deal is good you do a swap. Traded PokÉmon develop quicker. But beware: powerful PokÉmon don't respond to weak trainers – you might end up with a bad-ass monster you can't control!

Welcome to our POKéMON CENTER!

Visit the PokÉmon Center to trade or fight.

Choose a POKéMON.

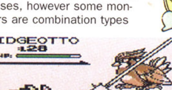
It's a hard decision when it comes to trading. All your PokÉmon are valuable!

151 POKÉMON MARATHON

Bagging the remaining 150 PokÉmon depends on your ability to trap weakened PokÉmon inside "PokÉBalls". This isn't so straightforward. All 151 monsters have different strengths and weaknesses. They all have magic abilities, based on their type – earth, water, air, electric, etc. These strengths are also their weaknesses, however some monsters are combination types which makes it tougher to out manoeuvre them. You also need to make sure that the monster you choose has the best defence against the one you're fighting.



Search grassy areas for wild PokÉmon. Come out! Come out!



Weaken the PokÉmon you want, then throw a PokÉBall.

CONTENTS
069 BELLSPROUT
070 WEEPINBELL
071 VICTREEBEL
072 TENTACOOL
073 ----------
074 GEODUDE
075 GRAVELER
SEEN 96
OWN 42
DATA
CRY
AREA
QUIT

These are all the PokÉmon you've seen and/or caught.

POKÉMON SCHMOKÉMON!

There's no way around it, *PokÉmon* is aimed at "kids"! However, this doesn't make the game too simple. *PokÉmon* is its own brand of cool, just like all the best Nintendo games – where would you be if you sacked *Diddy Kong Racing* or *Banjo Kazooie* for being childish, eh?! *PokÉmon* is one of the hottest games to look forward to in 1999. More in the next couple of issues.

THE POKÉMON INVASION IS COMING

NEW GAMES

Some major titles here to look forward to. Check the wacked out *South Park* game on PlayStation, and read all about the new *Mario* game for N64 – it's not what you expect.

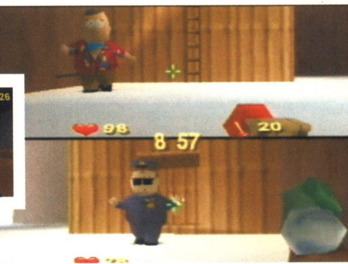


SOUTH PARK

A comet that passes the Earth every 666 years is heading for South Park, and everything is going crazy. Aliens kidnap Cartman's mum and the local turkeys have gone berserk. Only Stan, Kyle, Cartman and Kenny can save the day.

Arming themselves, the boys take to the streets of South Park and deliver some payback! Weapons include a Cow Launcher, Dodgeballs, Snowballs, Sponge Dart-Gun, Sniper Chicken, and a Fart Doll. You can play as any of the gang, plus there's lots of other characters from the show who'll be making an appearance such as Mr. Garrison, Chef, and Big Gay Al. The single player game looks good with lots of missions (a current highlight includes a battle with a giant mechanical turkey!) but the multiplayer game looks like it'll be the most fun. Different play modes include Grudge Match, Capture The Flag and Kick The Baby! If the current South Park craze continues, this game could be huge. Hopefully Acclaim won't tone-down the humour.

Two-player death match in *South Park*. It's an original approach for a licensed game, but perfectlv suited.





Kill the Mad Thanksgiving Turkeys! *South Park* would have been ideal for Christmas.



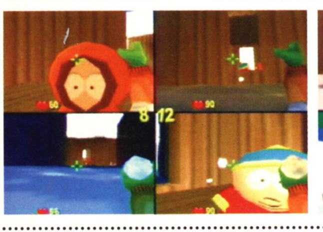
Rabbit! Rabbit! Two O' Clock!



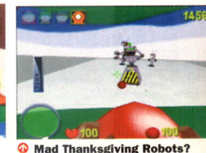
Mad Thanksgiving Turkeys! Eek!



They may take our lives...







Mad Thanksgiving Robots?

'Uu-ke mokko abbana ramno akka. Iss-a gweelly aw-sellen! Weee!' More from Ike in Feb '99!



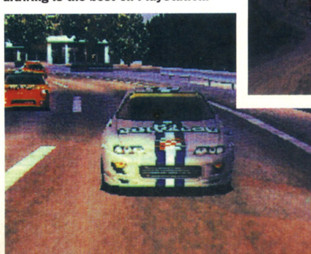
RIDGE RACER TYPE 4

The latest in the *Ridge Racer* series could be available as soon as March in the UK. *Type 4* has the option to drive as a free-lance racer – prove your skills and join the winning team.

Type 4 is also a two-player game, with the screen being split horizontally. The most noticeable feature is the new graphic style – *Type 4* has taken on board the ultra-realistic approach of *Gran Turismo*. The screen-shots we've chosen here show you just how far you can see into the distance. There is very little sign of objects popping up on the horizon either. It's very convincing. The gameplay feel is great too, since Namco have really gone to town on the drifting style which contributed to the *Ridge Racer* series' popularity. Powersliding will be a technique you have to master in order to win. With 300 types of car for you to master, we're expecting *Type 4* to be a lot of fun – on extended play!



You can see way off into the distance in *Type 4*. The distance-drawing is the best on PlayStation.



Getting the best out of Type 4 takes power-sliding prowess!

The detail on the cars is equal to that seen in *Gran Turismo*. Cool designs too.



70% COMPLETE · PlayStation · PC CD ROM · BOXING SIM · BY CODEMASTERS · DEC RELEASE · 1-2 PLAYERS

PRINCE NASEEM BOXING

We've had lots of requests for this game in the Most Wanted chart, and also quite a few Melting Pot suggestions, but now it's actually going to happen, and all thanks to Codemasters who have involved Prince along every step of the games production.

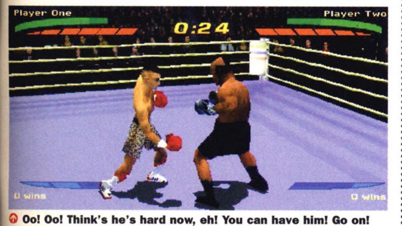
Set to feature over 100 different boxers and exhibition and career modes, this game promises to capture Prince's high-velocity boxing style. Prince Naseem is quoted as saying this about his game: "I wanted to have my own game and there has been no shortage of offers. But I wanted to do more than just give my name and Codemasters have really involved me in the whole project. Reflecting everything I stand for: the power, the energy and, of course, the showmanship, providing a game that captures the spirit of the sport. I'm very excited to be on board". Knowing Codemasters recent track record for sports titles, fans should start getting all fired up.



Go on Prince! Shake him! Go on Prince! Shake him!



Shake him! Go on! Knock him out! Yeah come on!



Oo! Oo! Think's he's hard now, eh! You can have him! Go on!

MARIO PARTY



Nintendo will release a new four-player *Mario* game in Japan on Dec 19th for the N64.

It's called *Mario Party* and is being coded by Hudson Soft. Don't expect another 3D platformer – *Mario Party* is a dice-based board game featuring over 50 mini-games, including racing and fighting. This is Nintendo's first *Mario* game since *Mario Kart*, two years ago. It will probably be popular in Japan where families gather together over the new Year. Nintendo hope to sell over 100,000 copies over there. No news on a UK date yet.

80% COMPLETE · PlayStation · FIGHTING GAME · BY CAPCOM · OUT 1ST QUARTER 1999 · 1-2 PLAYERS

STREET FIGHTER ZERO 3

A great conversion of a flashy arcade game. PlayStation can't handle all the animation, but no matter – all the gameplay, like it or not, is here.

Oops...

What's interesting to PlayStation owners specifically is that *SF Zero 3* is expected to make use to the new PocketStation PDA. It's not confirmed, but we expect PocketStation to provide some kind of mini game related to *SF Zero 3* – a simple timing thing, dealing and blocking attacks. Capcom hope to have *SF Zero 3* ready for Christmas in Japan. No word from Capcom Europe about a UK release yet.



These are shots taken from the arcade version of *Zero 3*...



... but the PlayStation version should look just as good.

60% COMPLETE · NINTENDO 64 · ADVENTURE · BY KONAMI · OUT SUMMER '99 · 1 PLAYER

HYBRID HEAVEN

The US president has been kidnapped by aliens. John Slader and his team of special agents have been picked to save him.

Hybrid Heaven is a huge sci-fi adventure that plays like a cross between *Resident Evil* and an RPG. As you explore, you'll encounter strange mutated aliens, fighting them is controlled by a menu system. Exploit the aliens weak-spots, dodge moves, and power up your attacks. Lots of cut-scenes and characters help keep the story moving. Other characters also help to solve puzzles by passing on information, and giving you objects. The graphics are impressive and the gameplay varied. We'll be keeping a close eye on this game.



This could be the most stylish game on N64 in a long time.



Fight scenes are menu driven, kind of like an RPG.

60% COMPLETE · PlayStation · PC CD ROM · RACING GAME · BY CODEMASTERS · OUT SPRING '99 · 1-2 PLAYERS

NO FEAR DOWNHILL MOUNTAIN BIKING



Downhill, on a mountain bike.

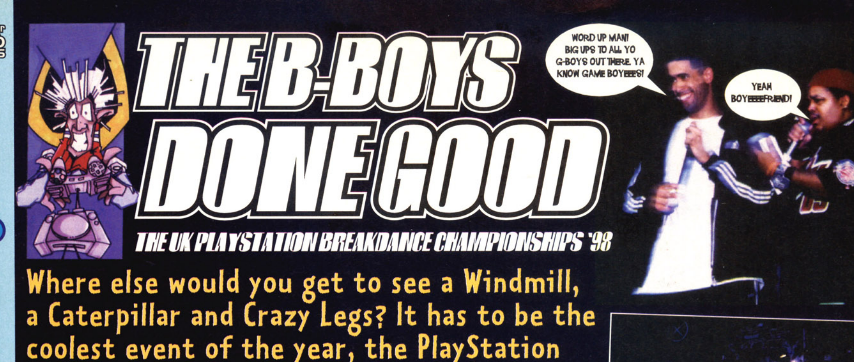
The first authentic downhill mountain biking game is due next year. It features tracks set across 10 international locations.

Race the deserts of Morroco and the volcanoes of Japan. Beat opponents over a timed distance, testing your skill and balance at high speeds. Tricks are possible, as well as lethal accidents. Bikes can be adapted for different terrains by adjusting the suspension and brakes. Special upgrades are available if you do well. The game will follow in the tradition of *Colin McRae Rally* and *TOCA*, offering a realistic racing simulation.





The unusual control feel of this game should be a lot of fun.



THE B-BOYS DONE GOOD

THE UK PLAYSTATION BREAKDANCE CHAMPIONSHIPS '98

Where else would you get to see a Windmill, a Caterpillar and Crazy Legs? It has to be the coolest event of the year, the PlayStation UK Breakdance Championships.

Saturday 27th of September saw some of the most flexible males and females on the planet descend on the Brixton Academy to demonstrate possibly the coolest dancing ever invented. Breaking is back in a big way, and the third annual event in the UK is fast becoming a globally respected tournament. Teams from the UK (obviously), America, Japan, France, Germany and Denmark were here to battle it out in one-on-one battles, and full on crew battles. Afrika Islam and Westbam were the DJs on hand to provide the beats so everything was set. Let the B-boying begin!

THE CREWS

The reigning UK Champions are Second 2 None who have been breaking since 1985, so it's a fair bet to say that they know what they're doing. Style Elements are the big American crew, as they won the 1997 Battle of the Year. The Spartanic Rockers were the other main crew to watch, and are possibly the best posse to come out of Japan. They are famous for some really unusual moves and styles, so they could prove a threat this year.

ROUND ONE – FIGHT!

For the actual team battle, every crew gets a set of a maximum eight minutes to strut their stuff, and four are selected to go through. Unlike other tournaments, you do not go into a semi final or quarter final. The judges picked the two crews to go straight into the final and two crews to battle for third and fourth place. Second 2 None and Move From The Other Side (Germany) battled it out for third place, with the British crew winning. The final was between Style Elements and the Spartanic Rockers, and the Japanese crew were crowned champions. There was a bit of controversy as the crowd seemed to think that Second 2 None should have been in the final, so they challenged the Style Elements to a special battle. Crazy Legs joined in with the American team along with one of the Buffalo Gals. Little Tim from the Freestylers, who was there for the individual event, jumped in with his British chums. And after all that, Second 2 None won anyway!

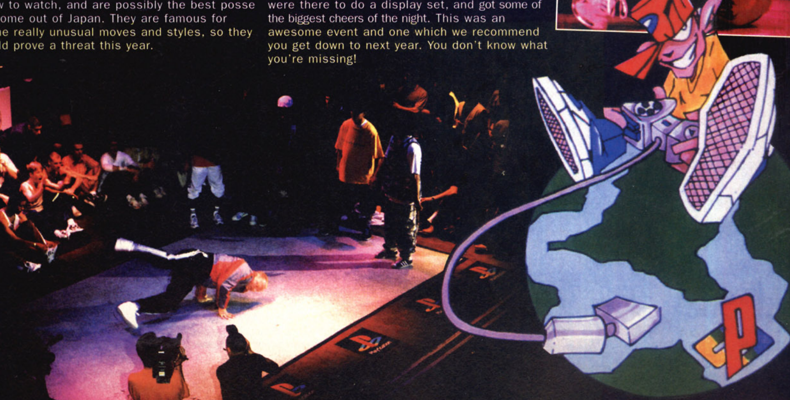


BUFFALO GALS!

And then there was the B-girls. The Buffalo Gals are the first all-girl breaking crew. They were there to do a display set, and got some of the biggest cheers of the night. This was an awesome event and one which we recommend you get down to next year. You don't know what you're missing!



'Everybody's doing a brand new dance now, c'mon baby do the locomotion!'



WIN!

To win **one of these great prizes** just call the telephone number shown and follow the instructions. Most competitions require a tone phone.

Instant Win Competitions. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner.

Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1998, after which they may be replaced by a similar service on the same number. **Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill.** If you would like a copy of the rules or a list of winners' names, see our web site www.InfoMedia-Services.co.uk or send a stamped addressed envelope to the address below. If you win an INSTANT WIN prize send you claim to **InfoMedia Services Limited** 'Claims Dept'. PO Box 28 Northampton NN1 5DS. Helpline: 01604 542399. Winners Line: 0660 011 001.
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PLUS a whole bunch of other instant win prizes if you score 3, 4 or 5!
PRIZE INFORMATION LINE 0660 011 000

SHOOT OUT!

Answer questions then score SIX goals to win a great choice of prizes

* 14" Colour TV! * Video Recorder! * Sony Playstation! * Stereo System! * Nintendo 64! *+ other Instant Win prizes if you score 3, 4 or 5 goals!*

0839 405086 INSTANT WIN!

PRIZE INFORMATION LINE 0660 011 000



SUPERCOP!

Arrest all SIX Bovver Bruvvers and win a Super choice of prizes...

0839 405099 INSTANT WIN!



GAMEBOY CAMERA!

Win the NEW Gameboy Camera & Printer.

0839 405097 INSTANT WIN!

PENTIUM II COMPUTER

Win a Pentium II Multimedia PC, Installed with Windows 98!

0839 405087 INSTANT WIN!







THREE LIONS!

Be Glenn Hoddle and lead England to the World Cup Final. Plus a PlayStation to play it on!

0839 405092



SONY PLAYSTATION!

0991 181886

THE NEW TEKKEN 3!

0991 181887

TOMB RAIDER III!

0991 181888



ADIDAS SPORTS WATCH

0991 181883



A PAIR OF ROLLERBLADES

0991 181881

RECORDING WATCH!

0991 181884



NINTENDO 64!

0991 181885



MISSION IMPOSSIBLE

0991 181882



F1 WORLD GRAND PRIX

0991 181889


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Try it and SEE for yourself.
GET INTO ANYTHING EXCEPT THE RED
SOLO



FREEPLAY

THE HANDHELD REVOLUTION!

BIG SHOWING FOR POCKET-SIZED CONSOLES AT TOKYO GAME SHOW

Just as the gaming world is preparing itself for the next wave of home super-consoles, miniature machines from four top companies are featured in a big way at Japan's biggest games show.

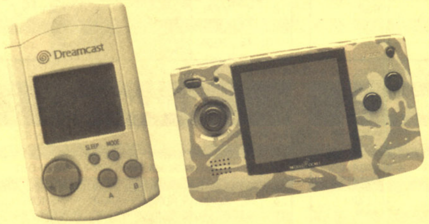
Sony revealed PocketStation – the final version of their PDA (Personal Digital Assistant). As well as letting you save games like a regular memory card, certain PlayStation games will let you download a mini-game which you can play on the move.

Those so far revealed include the Japanese release of *Crash Bandicoot 3*, *Theme Aquarium* and *Street Fighter Zero 3*, but Sony say that 31 compatible titles will be available by Spring 1999.

On top of this it's possible to transmit data between PocketStations with its infra-red communications facility. It's out in Japan on the 23rd December this year, and will most likely follow in the UK next Spring.

NK showed off their Neo Geo Pocket along with a selection of games including *King Of Fighters R-1*, *Baseball Stars*, *Pocket Tennis*, a football game, puzzle game, and even a shogi game.

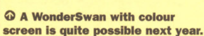
The machine is excellent to use, with an especially cool d-pad based on the regular Neo Geo micro-switched dial. A colour version was also on display, as were various stylish cases.



Sega's Visual Memory will be available in a selection of colours.

Just one of the cool Neo Geo Pocket casing designs available.





A WonderSwan with colour screen is quite possible next year.



The PocketStation will be used to enhance PlayStation games.

Illustrations not to scale

Bandai's bizarrely-named WonderSwan is a 16-bit monochrome handheld with an impressive line-up of developers. Namco, Capcom, Konami, Atlus, Taito, Koei, Jaleco, and even Squaresoft are involved. One of the most interesting features is the ability to play the machine either vertically or horizontally, a bit like Atari's Lynx.

Games can even require you to switch positions while playing. The WonderSwan isn't due out in Japan until the Spring, and a UK release hasn't yet been confirmed.

Sega also had final versions of their portable system on show, and announced a name change. Instead of "Visual Memory System" or "VMS" it is now known as simply "Visual Memory" or "VM" due to copyright reasons.

The only thing so far shown on it is Chao – the little fellow who can be downloaded from *Sonic Adventure* and taken around with you as a portable friend. As with the PocketStation, the VM works as a standard save game card as well as a portable console.

Godzilla VMs have been out in Japan for a few months, with a Digimon-style breeding and fighting game which connects with Dreamcast *Godzilla Generations* for a four-player 3D battle game.

RED-HOT RUMOUR EMBERS!

•The next *Tomb Raider* game will again be a Sony console exclusive, this time on PlayStation 2.

•Namco's first two Dreamcast games are rumoured to be *Time Crisis 2* and *Tekken 4*, though this doesn't seem too likely to us, especially considering the suggestion that arcade *Tekken 4* is going to use PlayStation 2 hardware.

•The Wu-Tang Clan are to make a game. It'll be interesting to see who wins the rap game battle between them and Puff Daddy, whose game is supposedly coming out next year. Our bet is that they're both really rubbish. Word.

READERS' MOST WANTED CHART

At one stage of the vote count, PS2 didn't look as if it would make it into the chart. But it just about scraped in at number nine, way behind the new Sega console, Dreamcast – your number 1.

1	DREAMCAST	SEGA
2	FINAL FANTASY VIII	PLAYSTATION
3	METAL GEAR SOLID	PLAYSTATION
4	ZELDA 64	N64
5	TOMB RAIDER 3	PLAYSTATION/PC
6	RESIDENT EVIL 3	PLAYSTATION
7	SONIC ADVENTURE	DREAMCAST
8	TEKKEN 4	PLAYSTATION
9	PLAYSTATION 2	SONY
10	PERFECT DARK	N64

A thought had crossed our minds that anti-Sony saboteurs had been intercepting our post and destroying all votes for PlayStation 2, but that's not the kind of thing you lot would do... is it? Anyway, aside from the continuing "console wars", there was a huge number of votes for *Final Fantasy VIII* – as always. *Tekken 4*, meanwhile, is slowly creeping up the charts, as fight fans bludgeon their way through the third in that series. Fans of *Metal Gear Solid*, the *Tomb Raider* and *Resident Evil* series are keeping those games high on their wish lists, though Lara-lovers will not have to wait too long have their wishes come true.

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14	*1080°* Player's Guide
15	FreePlay Fanzines
16	Write for FreePlay

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**VICTORY BOXING 2**	**JVC**
2	1	TEKKEN 3	SONY
3	2	ISS PRO '98	KONAMI
4	7	MEDIEVIL	SONY
5	3	COLIN McRAE RALLY	CODEMASTERS
6	4	GRAN TURISMO	SONY
7	5	WWF: WARZONE	ACCLAIM
8	NE	R-TYPES	VIRGIN
9	6	C&C RETALIATION	VIRGIN
10	NE	MOTO RACER 2	EA

PLAYSTATION PLATINUM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**RESIDENT EVIL**	**VIRGIN**
2	1	TOCA TOURING CAR	CODEMASTERS
3	6	COMMAND AND CONQUER	VIRGIN
4	2	ODDWORLD: ABE'S ODDYSSEY	GT
5	3	TOMB RAIDER	EIDOS
6	4	TEKKEN 2	SONY
7	8	CRASH BANDICOOT	SONY
8	5	V-RALLY	OCEAN
9	7	DIE HARD TRILOGY	EA
10	RE	DOOM	GT

NINTENDO 64 TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**2**	**F1 WORLD GRAND PRIX**	**THE GAMES**
2	1	1080° SNOWBOARDING	THE GAMES
3	3	MISSION: IMPOSSIBLE	INFOGRAMES
4	4	WWF: WARZONE	ACCLAIM
5	5	MORTAL KOMBAT 4	
6	7	BANJO KAZOOIE	THE GAMES
7	6	ISS '98	KONAMI
8	8	GOLDENEYE	THE GAMES
9	10	WAILAIE GOLF COUNTRY CLUB	THE GAMES
10	9	SUPER MARIO KART 64	THE GAMES

PC CD-ROM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**FA PREMIER LEAGUE MANAGER '99**	**EA**
2	1	CANNON FODDER: SOLD OUT	SOLD OUT
3	8	COLIN MCRAE RALLY	CODEMASTERS
4	NE	KLINGON HONOUR GUARD	MICROPROSE
5	NE	RAINBOW SIX	TAKE 2
6	NE	CAESAR 3	CENDANT
7	2	DUNE 2000	VIRGIN
8	5	PREMIER MANAGER '97/98	GREMLIN
9	6	CHAMP MAN 2 '97/98	EIDOS
10	7	THEME HOSPITAL: CLASSIC	EA

JAPANESE MULTI-FORMAT SALES TOP 10

1	**POCKET MONSTER PIKACHU**	**GB**
2	METAL GEAR SOLID	PS
3	SIMULATION RPG: SEQUEL	PS
4	MAX 2	PS
5	SD GUNDAM G GENERATION	PS
6	ADVENTURE GAME	PS
7	SIMULATION RPG	PS
8	XI [SAI]	PS
9	STAR OCEAN	PS
10	POWERFUL PRO '98	KONAMI

AMERICAN MULTI-FORMAT SALES TOP 10

1	**PARASITE EVE**	**PLAYSTATION**
2	TENCHU	PLAYSTATION
3	MADDEN '99	PLAYSTATION
4	NFL BLITZ	PLAYSTATION
5	NFL BLITZ	NINTENDO 64
6	NFL GAMEDAY '99	PLAYSTATION
7	SPYRO THE DRAGON	PLAYSTATION
8	GOLDENEYE	NINTENDO 64
9	MEGAMAN LEGENDS	PLAYSTATION
10	WWF WARZONE	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**ISS PRO '98**	**PLAYSTATION**
2	MUSIC	PLAYSTATION
3	RAINBOW SIX	PC CD-ROM
4	TOCA 2	PLAYSTATION
5	ZELDA 64	N64



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	NiGHTS	SEGA
2	BURNING RANGERS	SEGA
3	WORLD LEAGUE SOCCER	SEGA
4	SHINING FORCE 3	SEGA
5	PANZER DRAGOON SAGA	SEGA

SATURN IMPORT TOP 5

1	MARVEL VS STREET FIGHTER	CAPCOM
2	NiGHTS	SEGA
3	RADIANT SILVERGUN	TREASURE
4	LET'S GO BY TRAIN	TAITO
5	CAPCOM GENERATIONS	CAPCOM

PLAYSTATION U.K. TOP 5

1	TOCA 2 TOURING CAR	CODEMASTERS
2	TOMB RAIDER 3	EIDOS
3	CRASH BANDICOOT 3	SONY
4	MUSIC	CODEMASTERS
5	TEKKEN 3	SONY

PLAYSTATION IMPORT TOP 5

1	R4 - RIDGE RACER TYPE 4	NAMCO
2	STREET FIGHTER ZERO 3	CAPCOM
3	COOL BOARDERS 3	UEP SYSTEMS
4	METAL GEAR SOLID (US)	KONAMI
5	PARASITE EVE (US)	EA

PC TOP 5

1	RAINBOW SIX	TAKE 2
2	HALF LIFE	CENDANT
3	TOCA 2: TOURING CARS	CODEMASTERS
4	GRIM FANDANGO	LUCAS ARTS
5	MAGIC AND MAYHEM	VIRGIN

NINTENDO 64 TOP 5

1	ZELDA 64	THE GAMES
2	TUROK 2	ACCLAIM
3	1080° SNOWBOARDING	THE GAMES
4	GLOVER	HASBRO
5	WCW VS NWO REVENGE	THQ

NINTENDO 64 IMPORT TOP 3

1	ZELDA 64	NINTENDO
2	DRACULA 64	KONAMI
3	CITY TOUR GP	IMAGINEER

GAME BOY TOP 3

1	COLOUR GAMEBOY	THE GAMES
2	MONOPOLY	KONAMI
3	ZELDA: A LINK TO THE PAST	THE GAMES

ARCADE TOP 5

1	SPIKEOUT	AM2
2	VIRTUA FIGHTER 3tb	AM2
3	STREET FIGHTER ALPHA 3	CAPCOM
4	VIRTUA STRIKER 2 '98	AM2
5	HYPER BISHI BASHI CHAMP	KONAMI

ED'S TOP TWELVE TOKYO GAME SHOW MERCHANDISE

1. COMPLETE RACOON CITY POLICE DEPARTMENT OUTFIT
2. HANDGUN + ATTACHMENTS FROM *RE2*
3. MR DOMINO DOMINO RALLY SET
4. JIN KAZAMA CHOPSTICKS
5. MOKUJIN CHOCOLATES
6. DREAMCAST TISSUES
7. DREAMCAST ROCK SWEETS
8. GOUKI T-SHIRTS
9. CHUN LI SPIKED BRACELETS
10. *RESIDENT EVIL 2* MANSION KEY
11. LIMITED EDITION *METAL GEAR SOLID* LIGHTER SET
12. DREAMCAST CALCULATOR





This month's Retro Ranch continues the look back at Sega's classic coin-ops. Clutching a copy of RETROGAMER fanzine in his hand, Keith steps into the time machine and a swirly video effect transports him back to 1981.

FINGER ON THE PULSAR

Pulsar is a real forgotten gem. Viewed from above, you controlled a little tank around a maze. The aim was to reach coloured keys at the top of the screen and deliver them to the locks at the bottom.

The walls of this maze, however, constantly disappeared and reappeared. This could stop you from where you were trying to get or miraculously open up a new path. The fine graphics showed many little enemies that needed to be shot or avoided. Fast fun.

Frogger is one of the ultimate single-screen games. The perfectly balanced gameplay gave you a simple task that hooked you from the start. True thumb candy. For a full look at *Frogger* check out the article in issue 12 of RETROGAMER fanzine (details below).

Turbo was a graphically advanced driving game. It took many of the ideas of Monaco GP and added a 3D perspective. You drove through cites and countryside in varying weather conditions. Your aim was to pass the required number of cars while not hitting them or the ambulance that occasionally sped by. A great version (complete with steering wheel and accelerator pedal) was released for the Colecovision home console.

Pengo (1982) was a game of supreme cuteness disguised a tough game. You were Pengo the penguin on the run from the Sno-Bees. These had to be squashed with well-timed pushes against ice blocks. The gameplay was frantic as you manoeuvred around avoiding contact with the sno-bees. There is a wonderful animation if they get you. You lie on your back crying and flapping your wings and legs! Great music too.

ALL O'YA! ONE AT A TIME!

Tac/Scan was another excellent vector game from 1982. You controlled a formation of seven little ships. They were steered with a paddle around the passing bad guys and could dispense serious firepower themselves. The unique bit was that each ship could be destroyed individually. It was game over if you lost them all but extra ships could be obtained in play to fill the holes in the formation.

The game had three stages. The first was a vertically scrolling section. The second saw a wonderfully fluid shift to a third-person 3D view.

This was the toughest part as you were pestered by a flying saucer and enemy fireballs screamed towards you. The last part saw you steer the formation down a twisting space tunnel into the next galaxy.

Any ships colliding with the edge of the tunnel were destroyed. Lots of variation, great sound and cool changes in perspective made this a real classic.

1982's *Zaxxon* was another jump for raster graphics. This game also had the distinction of being the first arcade game to have a (US) television advertising campaign behind it. I remember it being very hard to judge your height at first. Gradually though, players got used to the isometric viewpoint. It was a fun shooter that had you infiltrating an enemy base. With forcefields to avoid, missiles being launched form the ground right next to you and many baddies to shoot it was stuffed full of good ideas.



Zaxxon – full of ideas.

YOU ZAXXY THING

Sega used the graphics system again with *Super Zaxxon* (much harder with a big dragon at the end) and *Future Spy* that was really *Zaxxon* with a spy theme.

Star Trek came out around the launch of the second feature film. It was the last of the Sega Vector games. It had a screen that was divided into three. The bottom half showed the helm view from the Enterprise. The top half showed a map viewed of the ships nearby and a smaller box with gauges to show shield strength, warp capability and amount of photon torpedoes.

Most levels set you the task of defending a starbase. Manoeuvring around space to destroy the Klingons soon became second nature. Once a sector was secured you moved onto the next level. A computer voice then told you, "Damage repaired Sir", and it was on to the next level.

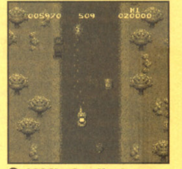
Upn'Down brings us into 1983. Here, you controlled a little buggy down single lane paths. The aim was to collect coloured flags without colliding with other vehicles. A joystick steered the car (you could move backwards and forwards) and there was a button to jump. A well-timed jump directly on top of an enemy car would destroy it, but clipping it or just colliding with it lost you a life. The game had that compulsion where you were just one flag away from reaching the next level so you just had to spend another 10p. It was a very colourful game that also had very catchy music. It was very hard though.



THE SPY WHO I LOVED

Spy Hunter is a 1984 game that many players remember fondly. You race a powerful gun-fitted sports car along a treacherous highway, viewed from above. Your aims were to survive, destroy the enemy cars and not harm the innocent vehicles. Sometimes you can force enemies off the road; sometimes they knock you for six into the scenery.

To help with the fight, your car could gain extra weapons. Every so often a friendly truck would overtake you and throw ramps out the back.



1984's *Spy Hunter*.

You had to line yourself up and drive into the truck. You would then emerge with one of four extra weapons. The machine guns are a bit chunkier than normal, oil could mess up those behind you, missiles took out everything in its path and a smoke screen aids your get away. Sometimes the road forked, while at other times, the road would descend to the sea and your car would magically transform into a boat. Here, you met more villains with names like Barrel Dumper and Doctor Torpedo.

I'll leave the Sega story there. Suffice to say that before they discovered hydraulic cabinets Sega produced many small but classic video games.

BOOKMARK THESE:

The **RETROGAMER** fanzine web page has been re-designed by William Chiu. It has also been re-sited in the UK so everyone should be able to access it much faster. I've added a whole load of pictures of gems from my own collection, well worth a look. The new URL is **http://retrogamer.merseyworld.com/**

RETRO RANCH CLASSIFIED

The fifth Northern SAM & Spectrum Computer Show will take place on Saturday 28th November 1998. See what's happening on the Spectrum & SAM scene, including exclusive new releases and special offers on software and hardware. The venue is the Horwich RMI Club, Horwich, Bolton (Chorley New Road, A673). Further details from **NSSS, 32 Barleyfields Rd, Wetherby, West Yorkshire, LS22 6PN.** Entry is just £1 and it starts at 10am see you there!

RETROGAMER Issue 17 is out now. The legendary Elite is profiled. Plus there is a look at the BBC and an article on cool games you might have missed. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. Ask for my huge "for sale" list of Spectrum, C64 and Atari VCS 2600 games too. You can e-mail Keith on **retrogamer@hotmail.com**

TIPS



Ed's still away on his Tour Of Tips '98, so I've been asked to stand in for him. I am of course Bobby Dazzler, Britain's top light entertainer. It's a quiet time of the year for me, Summer season's gone, and panto's not quite here yet, so I've compiled me favourite tips of the moment. Hope you like them. Hello? Is this thing on?

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:



CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Jet Set Willy* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

RED ALERT: RETALIATION

We gave you some cheats for this last month, but we've only gone and found some more! To enter these codes, click on the symbols in the side menu with the circle button (or whatever you have configured as cancel).

INSTANT VICTORY
Circle, Circle, Triangle, X, X, Square

MO' MONEY
X, X, Square, Circle, Circle, Circle

CHANGE ORE TO CIVILIANS
Square, X, Square, X, Square, X

NUCLEAR ATTACK
Circle, X, Circle, Circle, X, Square

CHRONOSHIFT
Square, Circle, Triangle, X, Circle, Circle

ANT MISSIONS
To cheat your way into these bonus missions, set the difficulty level to Hard, select Campaigns and highlight England to access the missions.

SPYRO THE DRAGON

CRASH BANDICOOT WARPED DEMO
Turn the game on, when you see the "Press Start" screen, press **L1 and Triangle**, and you can play a special level of Crash's latest game. *Crash 3* also contains a cheat to play a secret level of *Spyro*, because that's what friends are for.

POINT BLANK

There's quite a few tricks for this gun game that will improve your shooting percentage, or earn you extra points.

On the chicken coop stage, shoot the weather vane to get extra hits, and to increase the speed that the chickens appear.

In the outside criminal stages, you can shoot windows on cars and buildings for extra hit points. If you shoot a window when a criminal pops up you can get over 100% accuracy.

On the stuffed toy stage you can shoot the window that displays the target and get bonus hit points.

Shoot the crab on the octopus stage for bonus hit points.

Dispose of bombs on the parachuting targets stage, by shooting the parachutes.

Shoot Dr Don and Dr Dan for bonus hits, while protecting them from vultures and piranhas.

BUST-A-GROOVE

There's lots of bonus characters in this game, and here's how to get them.

CAPOEIRA
To get Capoeira, finish the game with any character on normal difficulty.

COLUMBO
To play as Columbo, finish the game with Shorty on normal difficulty.

ROBO-Z
To get Robo-Z, finish the game with anyone on hard difficulty.

BURGER DOG
You first need to have Capoeira and Robo-Z. Finish the game with Hamm, at the character select scroll down until you get Burger Dog. His moves are the same as Hamm.

ASSAULT

All these codes are accessed on the *Assault* – press Start screen. You must enter the combination within 3 seconds, if you do it correctly, you'll hear a whoosh sound, and the cheat name will be displayed at the top of the screen.

GOODIES
Triangle, Square, Circle, L, Square, Triangle, Square, Circle, L, Square

This allows you to skip levels, get infinite ammo and all weapons and view all the FMV sequences in the game.

NAKOMI
Up, Up, Down, Down, L, R, L, R, X, Circle

This cheat flattens the mesh of the 3D characters, with the exception of the boss.

BIG HEAD PLAYERS
Square, Circle, Circle, Square, Up, Square, Circle, Circle, Square, Triangle

This gives players big heads, duh!

BIG HEAD ALIENS
Square, Circle, Circle, Square, Up, Square, Circle, Circle, Square, X

All the heads of aliens are bigger, except boss characters and spitters.

SPEED RUN
X, Square, Triangle, Circle, X, Square, Triangle, Circle, L2, R2

Activated in the game by pressing circle, if you are holding an item, it will be used, then your character will run faster.

RETRO
Left x10

This activates a sepia colour scheme, so the game looks old skool!

NINTENDO 64

1080° SNOWBOARDING

There's quite a few secrets in this game we especially like the secret characters. There's also a lot of short cuts, and course secrets, which we might tell you about in a future issue – if you're lucky!

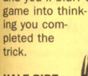
CRYSTAL BOARDER
Complete the expert mode with any character. Choose Akari from the character select screen, press **C-Left, then A**.

METAL BOARDER
Complete the expert mode with the Crystal Boarder, on the character select screen choose Kensuke, press **C-Up, then A**.

PANDA BOARDER
Win all the time attack and trick attack modes with first place rankings. On the character select screen choose Rob, press **C-Right, then A**.

PENGUIN BOARD
Complete all 24 tricks in training mode. At the board select screen highlight the Tahoe 151 board, press **C-Down, then A**.

EASY TRAINING
If you're finding it too tough to complete the training mode, do this. Perform some simple tricks, when you get to a tough trick you can't do, go to the trick list and pick an easy one. Do the easy trick and immediately press **C-Right** before you land, scroll down the list to one that you can't do, select it, and go back to the action. Land the board, and you'll bluff the game into thinking you completed the trick.



HALF PIPE DJ
When watching replays of the Half Pipe mode, you can add scratches to the background music by moving the control stick.



Now that's what I call snowboarding!

PC CD-ROM

COMMANDOS

A few cheats that will help you progress through this tough game. Before you enter these cheats you need to type 1982gonzo while playing the game, how bizarre.

COMPLETE MISSION
Type Ctrl + Shift + N.

INVINCIBILITY
Type Ctrl + I.

INVISIBLE TO ENEMY
Type Shift + V.

MAGIC MOVEMENT
Type Shift + X.
This moves selected commandos under your mouse cursor.

AGE OF EMPIRES

There are lots of dirty tricks in this game. To use any of them, you need to press **Enter** while playing, type the code, then press **Enter** again.

All opponents die
DIEDIEDIE

Create a super trooper
E=MC2 TROOPER

Reveal the whole map
REVEALMAP

Gain 1000 food
PEPPERONI PIZZA

Gain 1000 gold
COINAGE

Gain 1000 wood
WOODSTOCK

Gain 1000 stone
QUARRY

Create a nuke trooper
PHOTON MAN

Control animals, not your men
GAIA

Commit suicide
HARI KARI

Catapult ships can go on land
FLYING DUTCHMAN

Removes fog of war
NO FOG

Create units/buildings instantly
STEROIDS

Fast car with rocket launcher
BIGDADDY

Kill player X
KILLX

Win the current scenario
HOMERUN

Heavy catapults are stronger
BIG BERTHA

Ballistas get 100 range points
ICBM

Priests are faster and stronger
HOYOHOYO

Composite bowmen turn into trees
DARK RAIN

Horse archers become black riders
BLACK RIDER

No population limit
YOUNG MEN

WE'RE STUCK!

Dear CVG,
I can't stop playing *Age Of Empires*, I'm not stuck, but can you increase the population limits, and are there any other cheats?
Stephen Potts

CVG: As you can see, we've printed a whole load of cheats just on the left? But to answer your question, we've found a cool way of gaining a few extra units. You need to bring your population to one unit beneath the limit. You need to make sure you have lots of resources for the next step. Click on all the buildings that can produce units, and in turn select a new unit to be built in each of these buildings, you can do this until one new unit is completed, and all the units you've told to be constructed before this unit arrives, will still be built. Remember, you have to click on everything very fast to do this.

Dear CVG,
Where do you place the Doom books in *Resident Evil*, do you put them on a shelf or something?
Shane Lyle

CVG: Try opening them, then you'll find the Eagle and Wolf amulets inside. If you get stuck later, check out our complete solution in issue #191.

Dear CVG,
I have managed to find all but one secret on *Tomb Raider 2*. In the Floating Islands level I cannot find the gold secret idol anywhere and have looked for weeks.
Rich Leosham

CVG: The very final secret in Tomb Raider 2, can be found just before the end of the Floating Islands level. You need to locate the moveable crate which is near the rope slide that ends the level. You need to pull out the crate, climb on top and jump over to the rocks on the left. Move towards the ledge on the right, and jump across the lava into a small hole. Turn and do a running jump into the tunnel under the ledge, where you'll find the gold dragon statue. Do a running jump to get out the way you came in, return to the crate and push it, reach up for the rope slide and you've got your secret and finished the level.

Dear CVG,
Help! I just bought *Gran Turismo*, I need any cheat codes. The game is simple, but the IA test is hard.
Robert, South Africa

CVG: Sorry Robert, there are no cheat codes for this game, unless you've got one of those game shark/action replay doodahs. For a few tips, check out our brief guide in issue #200.

Dear CVG,
Are there any cheats for *James Bond* on the Game Boy?
Sarah Bennet

CVG: To play the card games at the casino without the help of a save, enter these as your name at the start of the game. BJACK to play Blackjack, BACCR to play baccarat and REDOG to play red dog.

Dear CVG,
I bought *Pitfall 3D* because I heard there's a cheat to play the original *Pitfall*, can you tell me what it is?
James Douglas

CVG: Enter CRANESBABY at the password screen to play the original game, and why not have these cheats to go with it. Press L1+L2 for infinite lives, R1+R2 for Gary head, R1+Circle for Elvira head and finally R1+Triangle to make a crocodile say "Hi Mom" (this only works on a crocodile screen). All these cheats can be used while playing the original game.

NINTENDO 64

GOLDENEYE

One of the most common questions I'm asked on the road is, "What are the time cheats for *Goldeneye* Bobby?" Being a top light entertainer isn't easy, but providing information like this is. I thankyaow!

LEVEL	CHEAT	DIFFICULTY	TIME
Dam	Paintball Mode	Secret Agent	2:40
Facility	Invincibility	00 Agent	2:05
Runway	Big Heads	Agent	5:00
Surface1	Grenade Launcher x2	Secret Agent	3:30
Bunker1	Rocket Launcher x2	00 Agent	4:00
Silo	Turbo Mode	Agent	3:00
Frigate	Multiplayer Radar	Secret Agent	4:30
Surface2	Tiny Bond	00 Agent	4:15
Bunker2	Throwing Knives x2	Agent	1:30
Statue	Fast Animation	Secret Agent	3:15
Archives	Invisibility	00 Agent	1:20
Street	Enemy Rockets	Agent	1:45
Depot	Slow Animation	Secret Agent	1:40
Train	Silver PP7	Agent	5:25
Jungle	Hunting Knives x2	Agent	3:45
Control	Infinite Ammo	Secret Agent	10:00
Caverns	RCP90 x2	00 Agent	9:30
Cradle	Gold PP7	Agent	2:15
Aztec	Laser x2	Secret Agent	9:00
Egyptian	All Guns	00 Agent	6:00

FREEPLAY HIGH SCORES

These pages feature the names of some of the greatest games players in the world. If you think your name should be included, tell us the best score you've got on a recent game and if it's good enough, we'll print it. Send a photograph of the screen as proof and you'll become a gaming legend overnight.

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

GRAN TURISMO (PLAYSTATION)

HIGH SPEED RING
Best Lap 40"998
Alex Kearney, Oldham
Best Race 1'29"128
Alex Kearney, Oldham

HIGH SPEED RING 2
Best Lap 42"613
Alex Kearney, Oldham
Best Race 1'31"339
Alex Kearney, Oldham

AUTUMN RING MINI
Best Lap 25"960
Alex Kearney, Oldham
Best Race 54"461
Alex Kearney, Oldham

AUTUMN RING MINI 2
Best Lap 25"541
Alex Kearney, Oldham
Best Race 55"412
Alex Kearney, Oldham

TRIAL MOUNTAIN
Best Lap 1'00"118
Alex Kearney, Oldham
Best Race 2'03"139
Alex Kearney, Oldham

TRIAL MOUNTAIN 2
Best Lap 1'05"524
Alex Kearney, Oldham
Best Race 1'59"283
Alex Kearney, Oldham

GRAND VALLEY EAST
Best Lap 44"968
Alex Kearney, Oldham
Best Race 1'39"133
Alex Kearney, Oldham

GRAND VALLEY EAST 2
Best Lap 46"843
Alex Kearney, Oldham
Best Race 1'35"124
Alex Kearney, Oldham

POINT BLANK (PLAYSTATION)

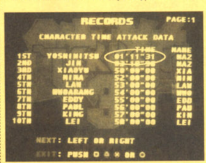
Special Mode 227,081
Matthew Pilling (MAF), Merseyside

Arcade Mode 215,788
Matthew Pilling (MAF), Merseyside

TEKKEN 3 (PLAYSTATION)

TIME ATTACK
1'11"31 (Yoshimitsu)
Martin Marshall (MAZ), Cardiff

SURVIVAL MODE
118 Wins (Paul)
Mohamed Iram Aies (IRM), Denmark



Martin Marshall fairly whizzed through *Tekken 3* on PlayStation.



Don't worry, Mohamed Iram Aies's TV isn't really this big.

TEKKEN FORCE
182670 (Eddy)
Michael Short (MIC), Penshaw

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 1.21'27
Mark McEwan, Glasgow
Claire (Scenario B) 1.24'36
Mark McEwan, Glasgow

Claire (Scenario A) 1.26'19
Mark McEwan, Glasgow
Leon (Scenario B) 1.32'55
Mark McEwan, Glasgow

TIME CRISIS (PLAYSTATION)

Story mode 11'01"73
David Tabron (TAB), Bolton

TIME ATTACK
Stage 1 2'33"86
David Tabron (TAB), Bolton
Stage 2 3'23"20
David Tabron (TAB), Bolton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE
1-2A-3A-4A 8'39"43
M M Chowdhury (MIZ), Sheffield
1-2A-3A-4B 8'26"00
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4B 8'23"16
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4C 8'47"10
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4B 7'32"40
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4C 8'03"86
M M Chowdhury (MIZ), Sheffield
1-2B-4C 5'47"33
M M Chowdhury (MIZ), Sheffield

STREET FIGHTER EX+ ALPHA (PS)

Barrel Game 1,663,300 (Chun-Li)
Peter Northwood (PWN), Blackpool

HOUSE OF THE DEAD (SATURN)

SATURN MODE
72,280
Fat Ade (ADE)

ARCADE MODE
67,142
Fat Ade (ADE)

BOSS MODE
Chariot 18"66
William Pilling (WIL), Merseyside
Hangedman 1'00"14
Chris J Haig (CJH), Taunton
Hermit 26"88
Chris J Haig (CJH), Taunton
Magician 47"96
Chris J Haig (CJH), Taunton
Fight All 2'46"82
Chris J Haig (CJH), Taunton

WINTER HEAT (SATURN)

SPEED SKIING
11.484 seconds
Matthew Pilling (MAF), Merseyside
SKI JUMP
154.00 metres
Matthew Pilling (MAF), Merseyside

DOWNHILL
32.35 seconds
Matthew Pilling (MAF), Merseyside

SHORT TRACK SKATING
43.80 seconds
Matthew Pilling (MAF), Merseyside

SKELETON
50.83 seconds
Luigi Coppola (BAT), Bexhill-on-Sea

SLALOM
28.27 seconds
Matthew Pilling (MAF), Merseyside

AERIAL
1514 points
Luigi Coppola (BAT), Bexhill-on-Sea

BOBSLEIGH
42.35 seconds
Matthew Pilling (MAF), Merseyside

SPEED SKATING
34.25 seconds
Jamie Collyer (HOT), Woking

SNOWBOARD
52.78 seconds
Matthew Pilling (MAF), Merseyside

CROSS COUNTRY
4.48.99 seconds
Jamie Collyer (HOT), Woking

11 EVENT OVERALL
14029 points
Matthew Pilling (MAF), Merseyside

ARCADE OVERALL
10289 points
Matthew Pilling (MAF), Merseyside

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"08
Stuart Garner (PUG), Musselburgh
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

EXTREME 1
Best Time 1'07"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2363
Joe Jennings, Derby

EXTREME 2
Best Time 1'08"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2589
Matthew Bushnell (ACE), Enfield

EXTREME 3
Best Time 1'17"80
Stuart Garner (PUG), Musselburgh
Best Tricks 3086
Matthew Bushnell (ACE), Enfield

ALPINE
Best Time 1'01"08
Jon Pendleton (JON)
Best Tricks 2442
Joe Jennings, Derby

SNOWBOARD PARK
Best Time 1'21"68
Stuart Garner (PUG), Musselburgh
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE
Best Time 26"04
Jon Pendleton (JON)
Best Tricks 2562
Matthew Bushnell (ACE), Enfield

RESIDENT EVIL (SATURN)

Battle Mode (Jill)
998 points, A grade
Themis Bakas (ACE), Nunhead

SEGA TOURING CAR CHAMPIONSHIP (SAT)

COUNTRY
Best Lap 22"108
Tom Newstead, Baildon
Best Race 1'58"112
Tom Newstead, Baildon

GRUNWALD
Best Lap 29"741
Stuart Blyth, Solihull
Best Race 2'32"367
Stuart Blyth, Solihull

BRICKWALL
Best Lap 27"723
Tom Newstead, Baildon
Best Race 2'33"890
Tom Newstead, Baildon

URBAN
Best Lap 25"862
Tom Newstead, Baildon
Best Race 2'29"067
Tom Newstead, Baildon

BOOMTOWN
Best Lap 30"152
Tom Newstead, Baildon
Best Race 2'50"907
Tom Newstead, Baildon

1080° SNOWBOARDING (NINTENDO 64)

HALF PIPE
Best Score 67015B
Morgan (BAD), Luton

AIR MAKE
Best Score 17100
Shannon Matthews (???), Sydney

CRYSTAL LAKE
Best Time 1'04"71
Shannon Matthews (???), Sydney
Best Score 24087
Shannon Matthews (???), Sydney

CRYSTAL PEAK
Best Time 1'33"06
Shannon Matthews (???), Sydney
Best Score 14534
Shannon Matthews (???), Sydney

GOLDEN FOREST
Best Time 1'27"18
Shannon Matthews (???), Sydney
Best Score 11392
Shannon Matthews (???), Sydney

MOUNTAIN VILLAGE
Best Time 1'37"15
Shannon Matthews (???), Sydney
Best Score 13239
Shannon Matthews (???), Sydney

DRAGON CAVE
Best Time 1'36"59
Shannon Matthews (???), Sydney
Best Score 7350
Shannon Matthews (???), Sydney

DEADLY FALL
Best Time 1'13"32
Shannon Matthews (???), Sydney
Best Score 26446
Shannon Matthews (???), Sydney

CONTEST SCORE
132758
B Morgan (BAD), Luton

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 12"51
Adam Charlton (AJC), Huntingdon
Best Race 38"01
Adam Charlton (AJC), Huntingdon

FOSSIL CANYON
Best Lap 21"30
Adam Charlton (AJC), Huntingdon
Best Race 1'06"45
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 13"26
Adam Charlton (AJC), Huntingdon
Best Race 43"46
Adam Charlton (AJC), Huntingdon

HOT TOP VOLCANO
Best Lap 24"56
Ryan Derham (RJD), Southampton
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 18"93
William Pilling (WIL), Merseyside
Best Race 1'02"03
Ryan Derham (RJD), Southampton

PIRATE LAGOON
Best Lap 22"80
B Morgan (BAD), Luton
Best Race 1'12"30
William Pilling (WIL), Merseyside

CRESCENT ISLAND
Best Lap 22"76
Adam Charlton (AJC), Huntingdon
Best Race 1'11"40
Adam Charlton (AJC), Huntingdon

TREASURE CAVES
Best Lap 14"41
Adam Charlton (AJC), Huntingdon
Best Race 46"06
Adam Charlton (AJC), Huntingdon

EVERFROST PEAK
Best Lap 28"35
Ryan Derham (RJD), Southampton
Best Race 1'33"56
Ryan Derham (RJD), Southampton

WALRUS COVE
Best Lap 31"15
Adam Charlton (AJC), Huntingdon
Best Race 1'36"55
Adam Charlton (AJC), Huntingdon

SNOWBALL VALLEY
Best Lap 17"76
Ryan Derham (RJD), Southampton
Best Race 55"45
Ryan Derham (RJD), Southampton

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 31"43
Ryan Derham (RJD), Southampton
Best Race 1'40"06
Ryan Derham (RJD), Southampton

GREENWOOD VILLAGE
Best Lap 26"03
Ryan Derham (RJD), Southampton
Best Race 1'22"01
Ryan Derham (RJD), Southampton

WINDMILL PLAINS
Best Lap 30"90
Adam Charlton (AJC), Huntingdon
Best Race 1'35"01
Adam Charlton (AJC), Huntingdon

HAUNTED WOODS
Best Lap 17"55
Ryan Derham (RJD), Southampton
Best Race 55"63
Ryan Derham (RJD), Southampton

SPACEDUST ALLEY
Best Lap 35"15
Ryan Derham (RJD), Southampton
Best Race 1'48"70
Ryan Derham (RJD), Southampton

DARKMOON CAVERNS
Best Lap 35"96
Adam Charlton (AJC), Huntingdon
Best Race 1'49"71
Adam Charlton (AJC), Huntingdon

STAR CITY
Best Lap 29"80
Ryan Derham (RJD), Southampton
Best Race 1'31"36
Ryan Derham (RJD), Southampton

SPACEPORT ALPHA
Best Lap 30"89
Joseph Dixon (JOE), Birmingham
Best Race 1'47"65
Ryan Derham (RJD), Southampton

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 26"17
David Hines (EYE), Doncaster
Best Race 1'21"94
The Ultimate (TUL), The Netherlands

MOO MOO FARM
Best Lap 24"82
David Hines (EYE), Doncaster
Best Race 1'16"63
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'22"94
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 33"91
David Hines (EYE), Doncaster
Best Race 1'47"78
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 33"07
David Hines (EYE), Doncaster
Best Race 1'35"15
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"47
David Hines (EYE), Doncaster
Best Race 25"02
David Hines (EYE), Doncaster

CHOCO MOUNTAIN
Best Lap 23"07
David Hines (EYE), Doncaster
Best Race 1'14"47
David Hines (EYE), Doncaster

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"00
David Hines (EYE), Doncaster

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 19"93
Greg Ihnatenko (GRE), Stockport

SHERBERT LAND
Best Lap 33"20
David Hines (EYE), Doncaster
Best Race 1'41"13
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 32"59
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"55
David Hines (EYE), Doncaster

DK JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 34"06
Greg Ihnatenko (GRE), Stockport

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"43
Greg Ihnatenko (GRE), Stockport

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"23
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'15"82
David Hines (EYE), Doncaster
Best Race 3'51"46
David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 27688
Geraldo Freitas (GER), London

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster

Stunt Score 20956
Matthew Hopkins (MAT), Crewe

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22140
De Schzyuez (NIL), Belgium

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 26468
Greg Ihnatenko (GRE), Stockport

MARINE FORTRESS
Best Lap 0'23"357
Greg Ihnatenko (GRE), Stockport
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 31380
James Vincent (JMS), Co. Kildare

PORT BLUE
Best Lap 0'27"419
Greg Ihnatenko (GRE), Stockport
Best Race 1'24"967
Greg Ihnatenko (GRE), Stockport
Stunt Score 42920
De Schzyuez (NIL), Belgium

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 39631
De Schzyuez (NIL), Belgium

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko (GRE), Stockport
Best Race 1'26"466
Greg Ihnatenko (GRE), Stockport
Stunt Score 41990
Greg Ihnatenko (GRE), Stockport

SOUTHERN ISLAND
Best Lap 0'24"798
B. Morgan, Luton
Best Race 1'17"985
B. Morgan, Luton
Stunt Score 35350
James Vincent (JMS), Co. Kildare



drawinz wot you dun

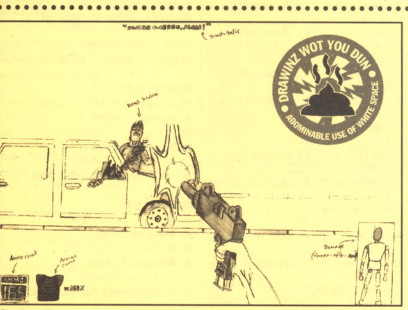
KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

It's nearly Christmas! And to celebrate, we've got two whole pages of drawinz. Can't say we don't take care of ya!

Some triffic cartoon strips this month. One features the Happy Devil and CVG, and another features me and Ace, a friend I never knew I had but am glad I've now met. He seems a bit useless though. I mean, I keep having to rescue him – and he can't stop howling.



Nice idea, badly executed. Too much white space – should've spent more time on it. And you didn't even include your name, yer big idiot!



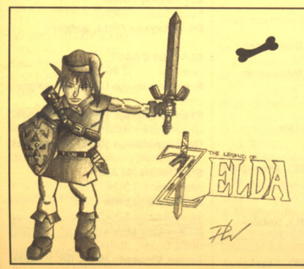
What do you do with a breast on your arm, Christian Baker?



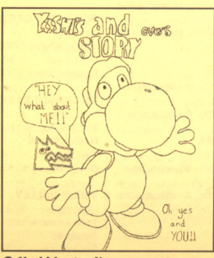
Sonic gets nasty, while his even nastier friend looks on. From Cassidy Hawkes.



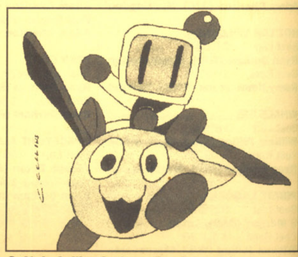
A superbly drawn comic strip by Paul Strauther. Well done. The story's not quite true, of course – I never, ever panic.



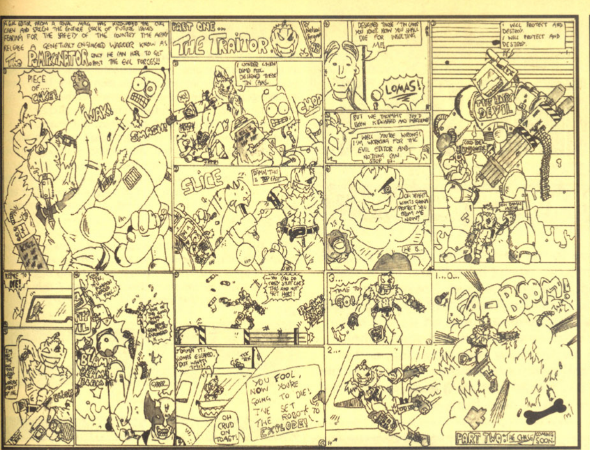
Top Zelda drawin' by Paul Wilkinson.



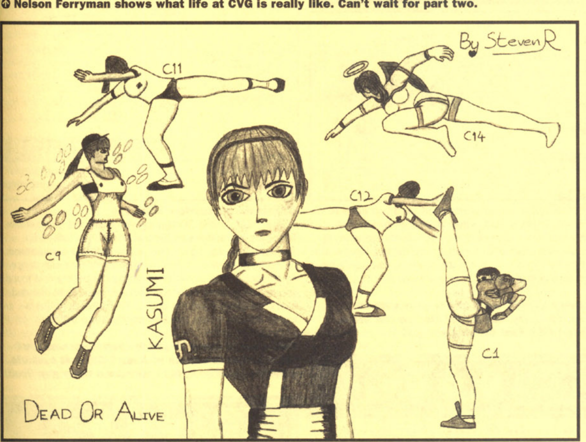
Yoshi larges it on my page. Thanks, Matthew Thompson.



Chris Collins features Bomberman in one of the cutest drawinz we've had in ages. Yeeuk!



Nelson Ferryman shows what life at CVG is really like. Can't wait for part two.



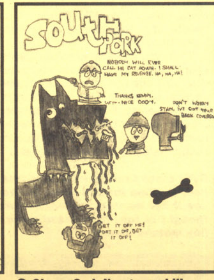
Looks like you've been staring into Kasumi's eyes far too long. Get out more, Steven.



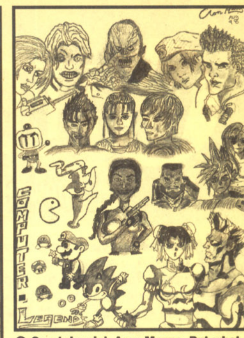
I never went out with this girl, James S. I'll deny it to the grave.



The evil lurking within Martin Dixon. A simple drawin' but very effective.



Oh my God, I'm gonna kill Kenny! Don't try and stop me. Cheers, Martyn Samuels.



Great drawin', Aron Munns. But what happened to Lara – she looks awful!

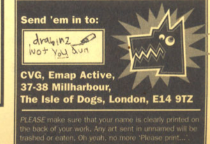


This is one hell of a spooooky sight. Nice one, Carl Rice.



Abe dies a horrible death in Scott Matthews's sketch.

drawinz wot you dun



Send 'em in to:

CVG, Emap Active, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah, no more 'Please print...'.






SHOW THE WORLD YOUR GAME IDEA!

Welcome watchers of illusion to the castle of confusion, where I, Tregard... sorry, slipped into the wrong intro there. Let's start again. You wanted the best, you got the best. Presenting another bumper crop of your suggestions for what could be the greatest games in the universe – could, if only someone would sit up and listen, and notice the genius in your 250 word contribution and screenshot. Because that's all we ask for – an original idea and a drawing, and in return you could become famous and earn untold riches. Of course, the key words for this section are 'if' and 'could' but we'll keep quiet about that for the moment. Without further ado – onto the games!

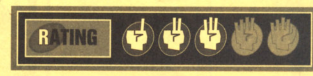
THE JERRY SPRINGER SHOW GAME

©Chris Waters, Perth, 1998, and Jerry Springer probably!

You must first build a studio for the show, designing a background, putting in the Jerry Springer logo and seats for the guests and audience. You must then hire staff, cameramen, producers, directors and, of course, security guards. The staff would have different skill levels from one to five stars. A one star security guard would be a skinny, wimpy looking guy, but would be cheap. Once you've hired all the staff you must pick a topic for what the show is about. There are over 500 different topics ranging from "Honey, I'm really a transsexual!" to '"I've been cheating on you!" The bigger and more violent the show is, the more people will tune in. Once you've selected everything, it's time to start the show. It would start off like the real thing, the audience standing, shouting "Jerry, Jerry". Then the man himself would appear and introduce the show. While the guests are talking, the producers have to bleep out all the swearing. If there's a fight and you haven't hired enough security the show will be abandoned, and you have to start again. There's also a live TV ratings bar on the screen which rises and falls with popularity, depending on the show's topic and violence. The higher it goes, the more money you make, but if it goes low, you won't have enough to pay staff, and it'll be game over.



CVG: Don't know if we'd like to play with an 'interactive' Jerry, but a cool idea all the same. Now where did that Oprah game go?



BOY RACER

©John Radcliffe & Anthony Weir, Isle of Man, 1998

Besides having the usual race game aspects, such as course times and speed records, your race is judged on points awarded by a unique style system which are employed by "real life" boy racers – you know, the woolly hat wearing, elbow out the window, bad techno loving, handbrake turning, Regal smoking, primary school drop-outs. Boy Racer's style points are given for hand-brake-turning over the finish line, quickly stopping to cram as many mates into your dangerously undersized car, wolf-whistling at sexy women and honking the horn, breaking speed limits wherever possible, running red lights and wheelspinning.

The game is set specifically in Great Britain, two courses in England, Ireland, Scotland, Wales and the Isle of Man. Vehicles include Ford Fiesta, Ford Escort, Vauxhall Astra, Honda Civic, Mini Cooper, Austin Metro and a handful of special cars when your parents are away, like a BMW 750.

Plus, you upgrade your car at special boy racer shops, but these upgrades are rather different. You don't upgrade engines, braking or handling – you upgrade tyre width, spot/strobe lights, and the car's interior. Gearstick knob, steering wheel grip, dashboard ornaments, foot pedal covers, wheel alloys, and perhaps best of all, a boy racer's true treasure – the sound system – all can be upgraded.

CVG: Since Gran Turismo was released, we've been waiting for this game to show up. Nice to see it has some extra features we'd never have thought of too. You missed some of the classic boy motahs though.



SIM RECORD

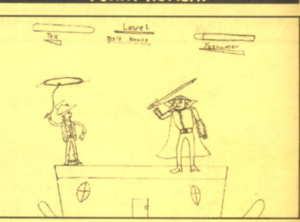
©Robert Brown, Trowbridge, 1998

In my game, your aim is to successfully run and manage your own record company with its own name. This would involve going to see new bands, which is done by watching video footage in the game, and deciding whether or not to negotiate a contract with them. It would also involve hiring and firing staff, buying new equipment, building up your studio and releasing your band's music and monitoring their success in the charts. This would also mean helping to choose artwork for the records. The main goal in my game would be to earn more cash than other record companies, controlled by the computer or a friend.

CVG: We have football management games, hospitals, theme parks and whole cities, so why not a record company? Where are all the liggers, A&R men and promoters though Robert? This game is so unlike the real sordid record industry.



FUNNY KOMBAT



©Scott Harris, London, 1998

This is the funniest 3D fighting game anyone could create. There are several wacky fighters. Some are based on *Tekken*, some based on *Mortal Kombat* and some based on nothing. After each win, the winner does a silly dance. As the boss falls through the ceiling before the first round, you notice he's an enormous can of lager. Beat him and everyone goes down the pub. Each fighter also has a wacky special move, like blowing up like a balloon.

CVG: Funny? Funny how? Like here to amuse you? What makes this game so funny? Oh, wait a minute, yeah we get it now. You really are a funny guy, Scott!



THE GOOD, THE BAD AND THE UGLY

More magical Melting Pot moments, in tasty bite-sized portions.

Kill the Barbie from **Ross Weszka** is set in a toy store where Barbies have come alive, and you play as other figures, trying to kill them. **Number One** comes from **Alexander Green** and is similar to Sim Record above, except here you play as the band, not the manager, making records and notching up gold and platinum discs. Next is **Theme Village** by **Colin Moore**, where you must plan and build a town, but at different points in history. Each time, change brings different challenges. Another theme game, this one is **Theme Con Artist** by **Matthew Latham**, it's a bit like **GTA**, but instead of changing cars, you change identities to get ahead in the world. **Phil T Dawson** sent in **Supermarket Manager 98/99**, a game where you run a supermarket and try to make a profit. It's not as simple as it sounds though, because clumsy customers, lost children and rats

LET'S NUKEM – A TIME TO KILL DiCAPRIO

©Ed Sheffield, or maybe Ed, Sheffield, 1998

The object of this male-oriented game is to battle your way through the sets of Leonardo DiCaprio's poor films, *Titanic, The Basketball Diaries* etc. Along the way, you collect various weapons, such as knives, spears, chainsaws, razors, and at the end of the game, you fight the fop-haired one himself. But you don't kill him, you take him home, chain him up and with the aforementioned weapons, you inflict pain, dismember and chop up the object of every teenage girl's desire. The longer you torture him without killing him, the more points you get. Fantastic! Also, there is a film edit suite where you ruin all his important scenes with swearing and abuse. And girls, I'm not jealous!

CVG: What have you got against Leonardo? He never did anything to you, apart from having those beautiful eyes, lovely hair and that adorable smile. He's broken the hearts of every female on the planet, which makes him a bit like Ed Lomas.

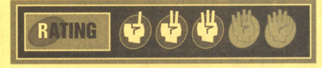


DUELLERS DESTINY

©P. Price, Wigan, 1998

Have you ever noticed how, in beat-'em-up games, a kick to the head takes off the same energy amount as a kick to the foot, and even when you're half dead, the fighting isn't affected. That's why I've thought of a different kind of beat-'em-up. The first main difference is how the energy works. I've dropped the energy bar idea and replaced it with a figure. The figure is divided into sections – head, arms, body and legs. Each section starts blue and gradually turns red as each section is hit. When it does turn red you can't use it anymore. At the end of a fight the time left in seconds, is the amount of medical packs you get to use for the next fight. The stages won't just be squares and rings. They would be more open, allowing you to run, climb up a level (e.g. onto scaffolding), and push objects onto enemies. Jumping down from objects can injure your legs. The game will also allow you to design a fighter.

CVG: Your points are good P, but we've seen most of them to a certain extent already, and there must be a reason why games designers haven't included more realistic damage before. Maybe it affects the gameplay?



DEXTER'S LABORATORY

©Christopher Caudery, Aylesbury, 1998

This game is based on the Cartoon Network show *Dexter's Laboratory*. It would take the form of adventure and puzzle solving. If you haven't seen the show – Dexter is a small boy genius who keeps a giant secret lab hidden in his bedroom. His annoying sister Dee Dee ruins his experiments. For the game Dexter's rival – Mandog, another boy genius, has built "The Ultimate Invention™" to destroy Dexter's lab. Dexter must build an anti-invention invention before Mandog can use his device. To build his machine, Dexter will have to complete tasks, like puzzle solving or playing subgames to get materials etc. He can get advice from his computer when stuck. For example, to make fuel for his device, Dexter has to mix chemicals in a given order, in a set time, before the mixture explodes. The chemicals come from stacked storage tanks which Dexter must run between. Questioning the computer, Dexter is directed to seek Dee Dee, she is chewing gum and while stretching it, she whips it across the room to reach the TV remote. Inspired, you steal her gum, and use your combiner machine to bond with it. In your new pink stretchy form you can reach the chemicals needed, easily within the time limit. Remember, keep your lab secret from Mum and Dad, and build decoy robots for Dee Dee to break, to keep her from ruining your experiment.

CVG:* Dexter's Laboratory *could make a brilliant game, and Christopher's idea, is the direction we'd like it to go. A bit like the old* Spy vs Spy *games. Whatever happened to them?

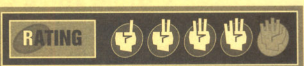


PREMIER PASSIONS

©Glen Stefani, Portsmouth, 1998

Kind of based on that TV show, where Peter Reid of Sunderland swore a lot, and got relegated into the first division. This is a management game, with all the usual transfers and other dealings. The major difference is the way you can influence matches, which are viewed from the touchline dugout. You watch the whole game, not just highlights. You would need some sort of microphone input, like the device designed for the N64 DD, as you must shout at players to make them perform, making tactical changes, telling them to move their arses, and so on. I think this would be brilliant!

CVG: What happens when you really start to swear? What happens Glen, tell us?



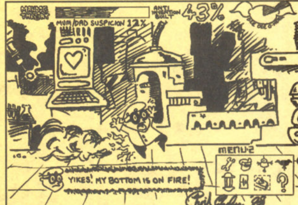
CHANGING ROOMS

©Daphne Montague, Staines, 1998

Changing Rooms is a puzzle game like *Tetris*, except the "bricks" you are trying to make lines with, aren't simple shapes, they're household objects like beds, tables and frying pans. As they drop down the screen, you must change the room, by selecting a colour from a palette at the side, and clicking on an object. So when all objects settle at the bottom of the screen, they are in a different place, and they are a different colour. There is also a two-player game, where you must re-arrange a room, from a jumbled-up mess. This is like a sliding puzzle, and you must change the room before the timer reaches zero.

CVG: Nice idea Daphne. This could work.

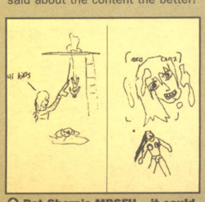




SPICE GIRLS REVENGE

Spice Girls return! Aaarrgh!

will all hamper your progress. Meanwhile, **Cash, Cheque or Credit Card** by **Wayne Martin** sees you running a corner shop, not only to make a profit, but also to import and sell illegal fireworks, and defend your stock from shoplifters. If that doesn't grab you, how about **Sim Computer Game** by **Neil Chester**, another management game, but this time you're supervising the construction of a game, and have to hire the relevant staff, and buy them the equipment they need. **The Spice Girls** are back, thanks to **Roger Cooper** (Mangler Man) and his game **Spice Girls Revenge**, a beat-'em-up where girl power fights back against all the people that have said bad things about them. **Craig Meeke** would like to see a game based on the **Tour De France. Chris Burns** has a novel idea for a game called **Premier Manager '99**, when you turn the box over it becomes **Premier Manager '66**, so you can play in the present and the past. **Andrew Harrison** suggests **Refereeing League**, where you play a referee in the third division, and have to do your job right, or face the boot. By watching replays you learn whether your decisions were right or not, and like a club you can be promoted or relegated. We lost the last page of **Blood Bath**, so we can't tell you who it's from, but can tell you it's a beat-'em-up, starring all the horror movie bad guys. Finally, and our favourite this month, comes **Pat Sharp's Mind-Blowing Sexual Fun House**, from the pen of **(Mrs) Tomas Jacob**! The less said about the content the better!



Pat Sharp's MBSFH – it could be the best show on TV, honest!

CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

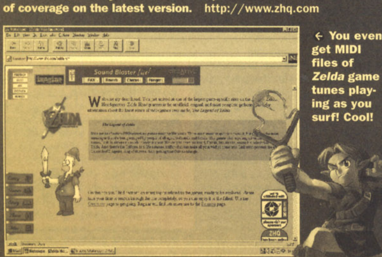
It's been a while since CVG World last went online. We didn't think you liked it, but then we had a load of letters and e-mails asking for it to come back, so here it is – in all it's glory.

ZELDA: A LINK TO THE NET

With the imminent arrival of Nintendo's newest epic, fans of the *Zelda* series may want to check out one of the best *Zelda* sites on the web, at Zelda Headquarters. It contains walk-throughs for all the previous games, with screenshots and maps for every level of every dungeon of every world. It also has background info on the major characters and even a general *Zelda* page which has stuff like Homer Simpson dressed up in Link's classic get-up. And those wanting more info on the fifth game in the series should head here too. As well as every screenshot that has ever been released being archived here, there is also a full report on the Zelda Summit which CVG attended. This report is so detailed that the webmaster even talks about the quality of the hotel he stayed in and the restaurant he ate at! It's a *Zelda* fan's heaven and is well worth a look, even if you're just getting to know Link and the land of Hyrule. Awesome.
http://www.zhq.com

↑ The Owl plays a prominent part in most *Zelda* games.

↑ Zelda HQ already has masses of coverage on the latest version.



← You even get MIDI files of *Zelda* game tunes playing as you surf! Cool!

CASTING THE NET

With the Dreamcast launch in Japan only days away, the internet is buzzing with excitement. But you need to know which sites are the ones that sift out the quality stories from the rubbish. Here are five of the biggest Dreamcast sites and what we think of them.

SEGA OTAKU

First impressions can be deceptive. Although this page looks a bit plain compared to some of the other locations around at the moment, it's still a good starting point for Dreamcast news. It's updated almost every day which means you'll always be on the ball and has a good range of stories as well as a very useful release list.
http://www.sega-otaku.com

↑ Plainly a good place to start.

SEGA NET

One of the best unofficial Sega sites around. It's colourful and easy on the eye, and is comprehensive. The downloadable screenshots are of excellent quality, and are continually updated as new stuff becomes available. There's a reader forum and mailbag section and a full archive of stories since its creation in October '97.
http://www.seganet.com



↑ The best Sega site – unofficial!

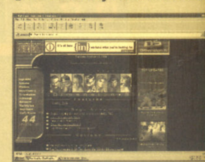
DREAMCAST EXTREME

The first thing you notice about this website is that it doesn't seem to be updated as often as the others. But when it is updated, it's with pretty reliable information. There is loads of stuff on *Sonic Adventure* (but most sites will have that by now) and some movies of other titles in development. Good, but could be a lot better.
http://www.dc-extreme.com

↑ An extremely reliable website.

DIMENSION S

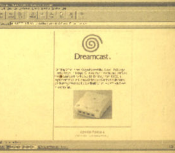
It's a very good-looking site, with everything instantly recognisable and clearly labelled sections but all in all, it's a bit of a dull site. There is a lot to interact with on the site, like forums and such like. But we found the site as a whole disappointing. The updates aren't as comprehensive as other sites, and seem to have more Saturn info!
http://www.dimensions.com



↑ Good looking and interactive.

GAME-ONLINE'S DREAMCAST SITE

Our own flesh and blood, Game-Online have gone and launched a spin-off site dedicated to Dreamcast news in the UK. With excellent contacts in the UK and Japan, the news is always current and topical. It's not as flashy as some other sites, but search and you will find good info.
http://www.dreamcast.co.uk



↑ Dedicated to Dreamcast.

OFFICIALLY WE'RE REVEALING NOTHING

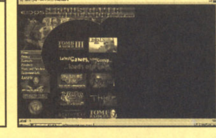
It's fair to say that official games sites are not normally anything to shout about, usually because of corporate constraints. Official press releases and some tips three months after the game's release is about the long and short of it. But this is changing. As companies become more and more aware of the benefits of the internet, their websites improve as a result. Here we have a selection of Official sites from around the globe.

PLAYSTATION EUROPE

You need all the latest plug-ins to get it to run properly, but once you have those, you have a very entertaining site on your hands. Create the montage of yourself to register in the site (this is bizarre enough in itself) and have a surf around everything that is PlayStation, including latest releases and sponsored events.
http://www.playstation-europe.com

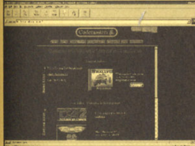
EIDOS

As well as holding all the info about Eidos' latest line up including *Daikatana* and *Tomb Raider 3*, it also houses the official Lara Croft website for all those interested. As well as the usual bits and bobs, like desktop images and a complete biography, there's also a dedicated section to the upcoming movie, which will reveal who has the lead role!
http://www.eidos.co.uk



CODEMASTERS

Codemasters are on something of a roll at the moment after the success of titles like *Colin McRae Rally*, and the upcoming *TOCA 2*, *Music* and *Brian Lara Cricket*. And on their website, you can find out everything you need to know about these titles. The *Music* pages will even let you download demo tunes by Cold Storage.
http://www.codemasters.com



ACTIVISION

They have some of the biggest licences around, and the website isn't afraid to flaunt them! Have a look at an awesome new *Heretic 2* AVI file and some cool new *Sin* editors and movies. *Quake 3* news will be appearing soon, and *Star Wars* fans could soon see the definitive guide on PC by Lucasarts! Cool.
http://www.activision.com

RARE

With *Goldeneye* now regarded as one of the finest games around, the buzz surrounding this developer's "follow-up", *Perfect Dark*, is rising very fast indeed. So where better to find the info than Rare's own website? They also have loads of info and screenshots of their other big release *Jet Force Gemini*. Expect the N64 *Donkey Kong* to appear soon as well!
http://www.rare.co.uk

GAME-ONLINE GOODIES

Game-Online's exclusive coverage of the recent Tokyo Game Show resulted in record-breaking traffic to the site. The Dreamcast coverage and PlayStation 2 scoops were pretty hot as well.

We've just started our "99 Big Ones" feature, which will run until the new year, bringing you our big games and predictions for 1999. Each week until the end of the year we'll be unmasking and eliminating the games you'll be clamouring for over the next twelve months – and as well as the obvious choices you may well see some surprises.

To coincide with the Japanese Dreamcast launch, we are creating a whole new site; **www.dreamcast.co.uk**, which will concentrate solely on the new format. We're doing a special "Should I buy import?" feature and watching out for signs of the next move from Sony.

We're also setting up a new server that will handle a much greater capacity and finally allow our forums to come back online.
http://www.game-online.com

By *Gus Swan* and *Stephen Fulljames*

THE LISTINGS

Don't waste time poking around search engines. Here we have a list of the best sites for all aspects of internet video gaming.

CHEAT PAGES

Game-Online – our very own site, has a huge database for you wade through.
http://www.game-online.com/cfdocs/site/tips/tips.htm

2 Way Cheat Codes – PC cheats page.
http://www.geocities.com/TimesSquare/9448/

Gamefan Online – Enter the game you want in their database and hey presto!
http://www.gamefan.com/gmx/showgames.asp

GameFAQ's – Loads of walkthroughs for the latest and classic games.
http://www.gamefaqs.com/

Gamespot – more PC cheats.
http://www.gamespot.com/hints.html

Game Guides - a spin off of Gamespot, but covers all consoles.
http://www.gameguides.com/

N64 cheats – a huge cheat site.
http://ign64.ign.com/codes.html

GameSages – possibly the greatest cheat site around.
http://sages.ign.com/

MULTIPLAYER SERVERS

mplayer – possible the biggest collection of servers anywhere.
http://www.mplayer.com/home.phtml

Game Spy – get this and search for all servers.
http://www.gamespy.com/

Quake World Central – loads of Quake... need we say more.
qwcentral.stomped.com/

Blue's News – everything the discerning corridor game fan could want.
http://www.bluesnews.com

id Software – the official site of the corridor game masters is ultra cool.
http://www.idsoftware.com

Planet Quake – more proof that Quake is possibly the greatest game ever.
http://www.planetquake.com

CVG'S BEST NON-GAME WEBSITES

Surprising as it may seem, we do actually think about stuff other than games occasionally. And here are our most visited sites.

Dark Horizons – awesome movie and film rumours page.
http://www.darkhorizons.com

Sound America – Thousands of wav files available for download.
http://www.soundamerica.com

The Babe Test – can you spot all fifteen women?
http://babes.sci.kun.nl/

breathe. – Only Ed looks a this one, but apparently it's a very good Pink Floyd site.
http://steel-breeze.home.ml.org/breathe.htm

Yahoo Football – all the latest football news, as it happens.
http://www.yahoo.co.uk/headlines/sport/football.html

1080° TenEighty PLAYER'S GUIDE

Like all the best racing games, *1080°* rewards your dedication. Shaving seconds off your best times, and achieving top trick scores may seem like hard work, but it's worth it. We've spent a fair amount of time learning to love this game, so let us share with you some stuff we've discovered along the way.

1/ THE BEST BOARDERS

These are our picks for the best 'boarders (excluding the secret characters) in various categories.

BEST FREESTYLER
Akari can pull off the best tricks, but Ricky Winterborn is the man. He gets the biggest air, and can land a board better.

BEST BEGINNER
For the Match Races, it's best to start with Rob Haywood. He's the second fastest, but has a lot better balance than the other 'boarders, and jumps are a lot easier to land with him, rather than Dion.

BEST ALL-ROUNDER
A tie between Akari Hyami and Kensuke Kimachi. Kensuke is a little faster, but Akari can perform better tricks.

FASTEST BOARDER
Obviously, Dion Blaster on his default board.



2/ SHORTCUTS

Every track on *1080°* has some sort of shortcut, or quickest route to take down the mountain. The computer-controlled racers will often take this short route, to try and stay ahead of you, but there are some genuine shortcuts that you can always rely on to give you the edge.

CRYSTAL LAKE
This is the easiest shortcut to find in the game. After the big fall, look out for the hut on the right side of the course. Behind this is another, shorter route. You can also get a good jump off the house if you're trying to rack up a big trick score.

CRYSTAL PEAK
Another easy and visible shortcut is accessible as you exit the tunnel. But it can be difficult to get to if you don't approach it at the right angle. What you want to do is avoid the icy section by aiming for the right side of the junction. This cuts out a large section and some obstacles.

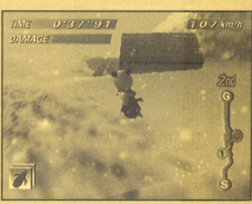
DEADLY FALLS
There are quite a few forks in the road on this course. Our advice is to take the left path both times. When you get to the frozen river it's easy to go straight ahead, but quicker if you turn right, and land the large jump. An easy way to land is to aim your board towards the deep snow before dropping off. At the bottom section you can lose speed easily, and those two rocks are quite a pain, if you're having trouble with them use the deeper snow to the right of the trees, you'll keep a constant speed and it's easier to stay upright.

MOUNTAIN VILLAGE
There's a sneaky shortcut hidden behind one of the first turns of this course – it's behind a steep bank on the left. If you can't find it, hang back and watch where the computer 'boarder goes. You can also clear the entire mogul field by going through the hut for the biggest jump of the game. The best route at the bottom section is to turn right under the large green pipe, and left at the next building, using the deep snow and paths to get you to the bottom, avoiding the cars and barriers easily.

DRAGON CAVE
Instead of taking the slow route down the mountain, jump off the cliff near the start for the most death-defying moment. You need to leave the "safe" route between the two pink neon signs. If you ignore this and choose the normal method make sure you turn left at both forks to get to the cave shortcut. If you're going for a high trick score, take right, then left to jump through the cool ring of fire. At the bottom, go through the hut to shave seconds off your time, and aim for the deep snow when landing.

DEADLY FALL
There are no shortcuts as such on this tough course. A simple tip when racing against the crystal and metal 'boarders – follow their path down the slope. They take the shortest route through Deadly Falls. Just keep them in your sights until they foul up. If you're aiming for a high trick score you can jump nearly anywhere on this course, but be careful with those landings.

HALFPIPE – INVISIBLE RAMP
Do a sharp turn at the start of the halfpipe, aiming at the spot before the halfpipe starts. If you're in the correct position you'll move up a small invisible ramp, and you'll get much bigger air. You can now do lots of tricks before landing.



Panda and the Crystal Lake shortcut.

3/ THE BEST BOARDS

Apart from the secret Penguin board, there are only three boards you should be considering. However, the differences are minimal, and he default board is often the best choice for most jobs.

TAHOE 151
This board has good acceleration and response, and is a good choice for some of the tougher tracks.

SCOUT 156
Like the Tahoe 151, this board has good acceleration and response – there's not much difference between the two.

TAHOE 155
The best board in the game, good at nearly everything, and until you earn the Penguin board, it's the only one you're going to need.

4/ PANDA TRICKS

Check out Bobby Dazzler's Tips in CVG this month to find out how to access this secret character. He's got a couple of extra tricks up his sleeve that the other boarders can't attempt, so here they are.

PANDA TWEAK
When in the air, press R and move the stick in an anti-clockwise circle, then press R and left (do the opposite of this to do the tweak in the reverse direction). This trick is worth 300 points.

BACK FLIP
When in the air, press R and down. This produces a back flip worth a 100 points. You can also do this trick when close to the ground.

FRONT FLIP
When in the air, press R and up. This results in a front flip worth a 100 points. Like the back flip, you can do this close to the ground.

ONE 1-FOOT
When in the air, press B and down. This results in the extremely cool one-foot trick, worth 400 points.



Endangered species rule!

FREEPLAY FANZINES



We know a lot of you are mad about games, but the guys who produce these fanzines are more mad than most. And we should know – putting together a games mag is not something sane people should do. So it's a good job we're all certified. Anyway, respect goes out to all those who get involved and get things done – especially if what you're doing is games-related.

Station Nation

Price: Not stated
Availability: Write to Station Nation, Marvellous Publications Inc, 28 Roewood Lane Macclesfield, Cheshire, SK10 2PQ. E-mail sharp_b@hotmail.com

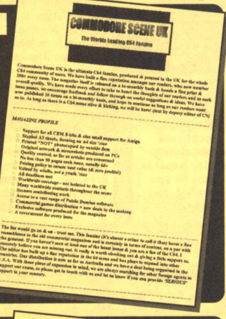
Content: A classy-looking PlayStation fanzine, containing previews of all the major forth-coming games, short reviews and star ratings of games currently in the shops, charts, and a look at peripherals – in this issue, dual shock joypads. Plus lots of well-taken screenshots. It's a shame it isn't in colour.



Commodore Scene UK

Price: Not Stated
Availability: Write to Commodore Scene, 35 Nottingham Road, Nuthall, Nottingham NG16 1DN

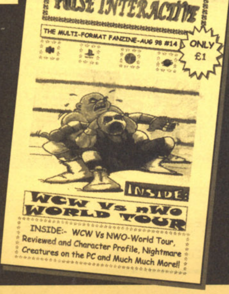
Content: Very little, unfortunately. Its slogan is "The World's Leading C64 Fanzine", and, in all probability, it's the world's *only* C64 fanzine (only joking). It's colourful and well produced, but it's only two-and-a-bit pages. Nevertheless, it does contain useful info, such as news of a forthcoming a disk-based publication for C64 fans.



Pulse Interactive

Price: "Only £1"
Availability: Write to Shaun Lewis, 54 Laburnum Road, Strood, Kent ME2 2JZ

Content: Lots of previews, reviews and charts, as you would expect from this multiformat games fanzine – all for "only £1", as it cheekily says on the cover. This has a great sense of fun, which is probably one of the main reasons for its success. *Pulse* has been going for a while and this is their 14th issue.



When I'm 64

Price: £1.50
Availability: Write to Gearoid Reidy, Rhode, Tullamore, Co Offaly, Ireland.

Content: Inaugural issue of this ironically-titled Nintendo 64 fanzine. The cover features the best-selling game *Banjo-Kazooie*, about which there is an extensive feature inside. It also has good write-ups about *Mystical Ninja Starring Goemon* and *Quake*. It also has a look back at the *Zelda* series. Obviously, these guys are serious.



Saturn Review

Price: £1.50
Availability: Write to Alistair Bloomer, 6 Tebbitt Close, Long Buckby, Northampton, NN6 7YL.

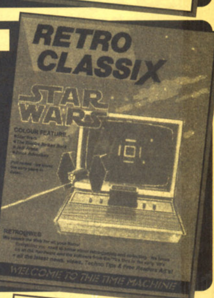
Content: Debut issue. Could this be timed to coincide with the demise of the console and our much-loved sister mag, *Sega Saturn*. Contains a good mix of previews and reviews, news and opinion, as well as a competition to win the legendary game *NiGHTS*. Has potential. Drop the price, improve the quality and it may become nationally popular.



Retro Classix

Price: £2.50
Availability: Write to Retro Classix, c/o G. Howden, 4 Chatterton Avenue, Lincoln, LN1 3TB.

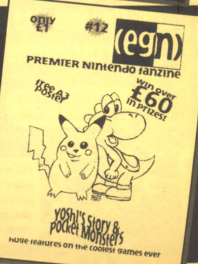
Content: Terrific colour special of the daddy of retro games fanzines, celebrating the *Star Wars* phenomenon. Full of great articles about games that were around when you were about the size of a joypad – completely useless to the outside world, but essential to retro freaks. Good subscription deal too.



EGN Premier Nintendo Fanzine

Price: "Only £1"
Availability: EGN Yellow Submarine, Lansdown, Roman Road, Hereford, HR4 9QW.

Content: Another "funzine" with a bit of marketing nouse, EGN contains lots of info to keep Nintendo die-hards happy. This particular issue, EGN's 12th, contains a major feature on *Yoshi's Story* and *Pocket Monsters*. Plus an original crossword, which could win you a tenner if completed.

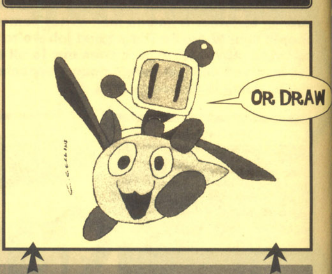


WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE WE'LL ALL BE CAUGHT IN A PAPER STORM OF EPIC PROPORTIONS, AND WE MIGHT JUST LOSE TOUCH WITH YOU.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ



This is the end. It's over, finished, kaput! FreePlay is no more – for this month anyway. You have to wait at least four weeks for another one. It's a long time, we know. But it takes time to put your favourite games mag together – especially with all the stuff we have to cram inside it. But don't despair, Christmas and New Year might help pass the time until the next one. In the meantime, thanks for making FreePlay happen.

TIPS

The most spectacular meteor shower in history coincided with the release date of last month's CVG. This can only mean one thing – by the time this mag comes out, the world will herald the arrival of a new messiah. Could you be The One? Do you have the divine knowledge we humans call 'Tips'? If you do, please send in your details, along with some tips. Cheers.

HIGH SCORES

Join the elite band of gamers who keep this section going against all odds. Send in your best scores on your favourite games – with proof, maybe a picture – and be part of the hippest club anywhere. But make sure you have a very high score, or you'll find your effort being thrown straight in the bin.

DRAWINZ

If you think you have an artistic streak and want to use your time creatively, maybe you could draw a games-related picture for our highly respected art-gallery-within-a-mag, Drawinz Wot You Dun.

MELTING POT

Send in your best idea for a game, and we'll feature it in this section. If your idea is truly great, we'll pass it onto a developer who may visit you with loads of cash.

MOST WANTED

It's so easy to put this magazine together. And the reason is, millions and millions of you out there take the time to fill in the form below and send it in to us, letting us know what you want in the mag. This means our decisions are very well informed. Well, to be honest, we just pretend that we make decisions when the reality is that we are bound by what you write in the humble little space below.

BEST/WORST

Your responses to this bit suggest that if a load of you got together to talk about what you like and dislike about the mag, there'd be a riot. Some of you loved the recent Lara Croft cover, while others absolutely hated it. The yellow FreePlay paper is popular with some, but many of you say it's rubbish. Keep it coming, and we'll put the info to good use.

FREEPLAY FAN

Peace, man. Yeah... peace and love. That's right – this section's all about peace and love. We want you to share your love with us, man. We want you to tell us about your favourite games and things, man. Yeeaah...

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

THIS IS YOUR MAG, AND IT NEEDS YOUR CONTRIBUTIONS. BUT PLEASE CLEARLY WRITE ON YOUR ENVELOPE WHICH SECTION YOU'RE SENDING STUFF TO.

CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

1 BEST/WORST COMING SOON ....
2 BEST/WORST REVIEW ....
3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMBER ....
4 BEST/WORST DRAWIN' ....
5 BEST/WORST DESIGNED PAGES ....
6 BEST/WORST COVER ....
7 SUGGEST A CATEGORY ....
8 SUGGEST A CATEGORY ....